AUGUST 1992

VACATION VEXATION

USA: $2.95
CANADA: $3.50

SAVE THE EARTH!, p.18

GAMES

ARE WE THERE YET?

PRANKSTERS HAVE STOLEN THE LETTERING FROM ALL THE LOGOS ON THIS HIGHWAY SERVICES SIGN.
CAN YOU HELP POOR MOM AND DAD IDENTIFY THE NAME THAT GOES WITH EACH SYMBOL?

ANSWERS, PAGE 40

GAS, FOOD & LODGING



0 71486 01808 7 08

Here's Goblin's Lair, the New D&D® Adventure Challenge . . .

"I'm warning you . . . goblins are dangerous creatures!"

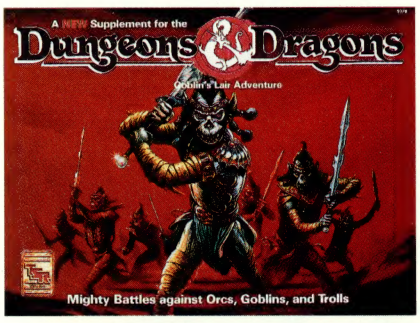
"Hah!" you and your party scoff at the threat. Strapping on your gear, you march out the door. "We'll be back by sunrise tomorrow — with trophy in hand! Surprise is on our side."

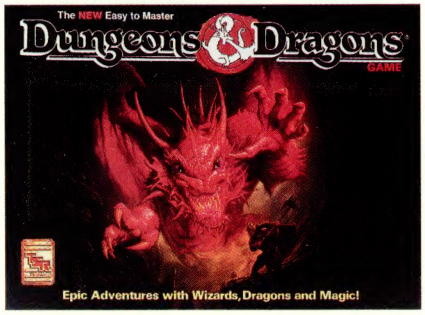
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Adventure Pack

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"We're looking for people to write children's books"

by Alvin Tresselt, *Dean of Faculty*

"Writing for children is the perfect way to begin," says the author of 53 children's books. "Your ideas come right out of your own experience. And while it's still a challenge, it's the straightest possible line between you and publication—if you're qualified to seek the success this rewarding field offers."

IF YOU WANT TO WRITE and see your work published, I can't think of a better way to do it than writing books and stories for children and teenagers. Ideas flow naturally right out of your own life. And while it's still a challenge, the odds of getting that first unforgettable check from a juvenile publisher are better than they are from just about any other kind of publisher I know.

Later on, you may get other checks from other publishers. But right now, the object is to begin, to break into print, to learn the feeling of writing and selling your work and seeing your name in type. After that, you can decide if you want your writing to take another direction.

But after 40 years of editing, publishing and teaching (and 53 books of my own), I can tell you this: You'll go a long way before you discover anything as rewarding as writing for children.

Your words will never sound as sweet as they do from the lips of a child reading your books and stories. And the joy of creating books and stories that truly reach young people is an experience you'll never have anywhere else.

The soaring children's market

But, that's not all. The financial rewards go far beyond most people's expectations because there's a surprisingly big market out there for writers who are trained to tap it. More than $1.5 *billion* worth of children's books are purchased annually and more than 300 of the 500 publishers of books related to children welcome manuscripts from aspiring writers. And over 400 magazines rely on freelancers to fill their issues.

Yet two big questions bedevil nearly every would-be writer..."Am I really qualified?" and "How can I get started?"

"Am I really qualified?"

This is our definition of a "qualified person": it's someone with an aptitude for writing who can take constructive criticism, learn from it, and turn it into a professional performance. That's the only kind of person we're looking for at the Institute of Children's Literature®. The reasons are simple: Our reputation is built on success and if prospective students don't have the aptitude it takes, we probably can't help them. And we tell them so; it's only fair.



An old mansion nestled deep in the woods of Connecticut is the home of the Institute of Children's Literature. It was founded in 1969.

To help us spot potential authors, we've developed a revealing test for writing aptitude. It's free, and we don't charge for our evaluation. But no one gets into the Institute without passing it. Those who pass and enroll receive our promise:

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This method really works. I wouldn't spend five minutes at it if it didn't. The proof of the pudding is that some of our students break into print even before they finish the course.

Connie Wooldridge, Philipsburg, PA, who has sold two stories to *Highlights for Children* says, "As an at-home mother of four, I have so appreciated the way the Institute is set up: it has provided me with the professional contact and guidance I needed to get a serious start as a writer without the hassles of babysitters, long drives, and hard deadlines."

"—finally...the support and direction I needed."

"The letter with the return of my first assignment was so kind and encouraging I started to cry," writes E.D. Mahr, Hinsdale, IL. "Here, finally, was the support and direction I needed."

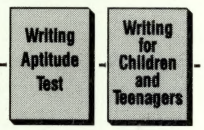
Ken Fleming, Staten Island, NY who reports a sale to *Cricket* Magazine says, "To know that more than 120,000 children will be reading my words gives me a feeling of great satisfaction. Thank you all for giving me so much for so little."

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Alvin Tresselt, Dean of Faculty, was Executive Editor of Parents' Magazine Press, the first editor of *Humpty Dumpty's Magazine* for children, and a board member of the Author's Guild. His 53 books for young readers have sold over two million copies.

***The testimonials in this ad were provided voluntarily, without remuneration, by the Institute's students between 1985 and 1991.**

AUGUST 1992

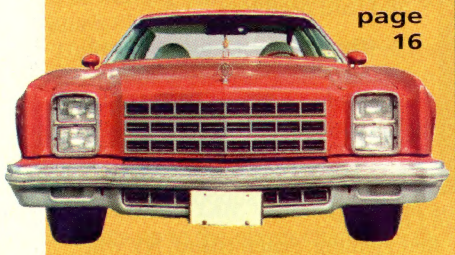
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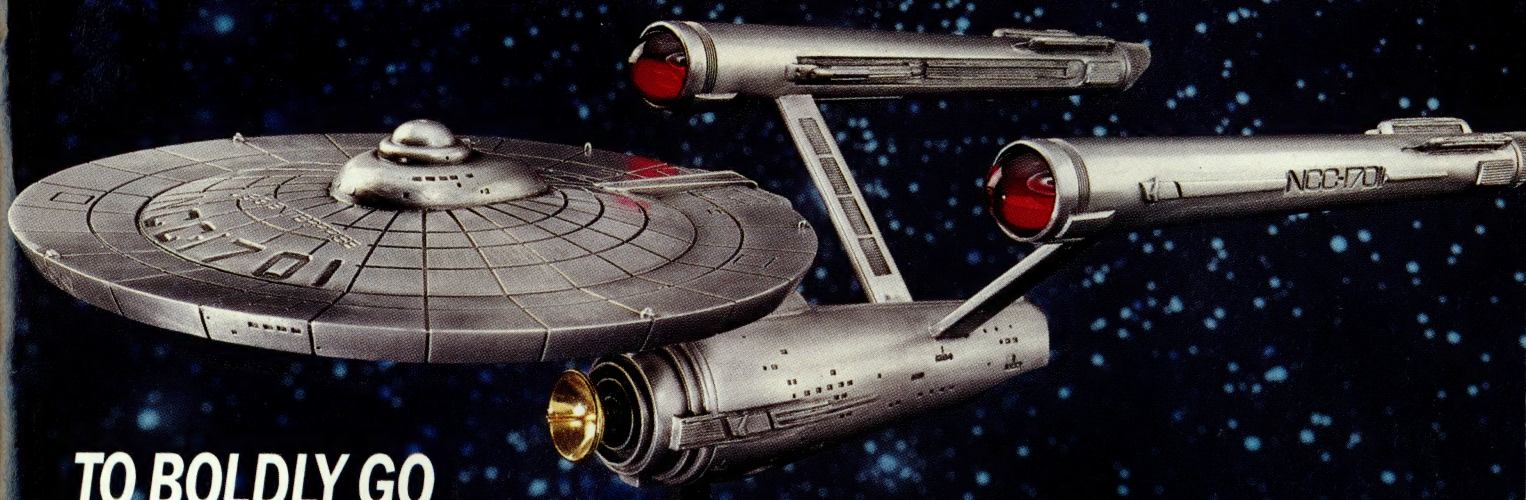
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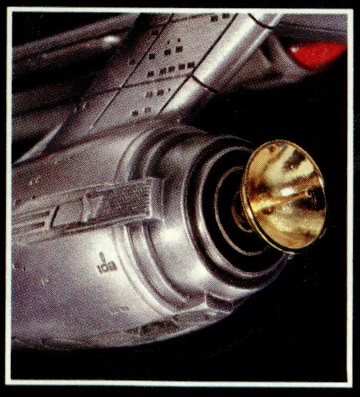
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LETTERS

I'LL BE DOGGONE

They say there's a sucker born every minute, and if that's true, I may be the sucker of the year.

In the April GAMES, an ad said that for $29.95, a company would superimpose a photo of my dog in the famous *Dogs Playing Poker* painting. Loving my dog as I do, I sent not one but two photos (so the company could choose the very best) and rushed my order out.

Don't laugh yet!! When I did this, I did think how clever it was that the company's address was "Box K-9." Nonetheless, off my check and pictures went.

I waited in great anticipation of seeing my dog's face immortalized, but alas, my order was returned to me marked "no such address."

I wonder, since I am an avid and longtime fan of GAMES, if this ad was a hoax—as is known to happen in your publication. If it was, the laugh is certainly on me. But I do send you a photo of my "wonderdog" named Brooklyn, a 5-year-old, white-haired Maltese.

Here's to many more years of enjoying and continually trying to figure GAMES out.

Barbara Faden
Englewood, NJ



Seems we catch someone every issue with our Fake Ad, and you're the latest. However, since you've taken this so well, we've got another surprise for you. Look above and you'll see we've made good use of the photo you sent. By the way, no charge.—Ed.

WORLD VIEW

"Look, Ma, No Glasses!"(April) provides a good summary of 3-D history and will help spread the free-viewing bug. Strictly speaking, your pictures should be called single *frame* random-dot stereograms, as a left *and* a right image are incorporated in each stereogram. But since "sirds" is easier to pronounce than "sfrds," the name you use will no doubt stick. Once you learn to free-view, nearly any side-by-side pair of stereo drawings or photos can be viewed in 3-D without a viewer. Dozens of examples, historic and modern, appear in every issue of *Stereo World*, Box 14801, Columbus, OH 43214.

John Dennis
Editor, *Stereo World*
Portland, OR

NO FOOLIN'

You say that in the April issue there are six practical jokes. I found two—"Spelling Be" on page 61, and "Funny You Should Ask" on page 64. I do hope you'll tell us what the other four are. Could one of them be the "Teleport Maze" on pages 14 and 15?

George Cundari
Chicago, IL

Nope. "Teleport Maze" was all too real. (See contest results on page 59.) The other four April Fools were "The First Word Search Ever" (page 22), "A Questionable Quiz" (page 62), "Penn & Teller's Impossible Number Prediction" (a trick you play on your friends—not on yourself!—pages 9 and 11), and the one mentioned in the Editor's Message (page 4).—Ed.

"I" TROUBLE?

If you have an advertiser's Laundry department, they may be interested in the June issue's back cover. The playing field of the Scrabble game has an upside-down tile—the I in TRIP.

Ken Mitchell
Denver, CO

LAUNDRY

If a reader finds a significant error or a mistake that affects the play of a game or puzzle, and we agree that the slip needs laundering, we'll acknowledge the first or most entertaining letter and send the writer a GAMES T-shirt.

•Ornery Crossword (June, page 37). An amusing typo prompted Julie Snyder, of Marysville, PA, to write, "How do you know what I like to eat? The easy clue for 77-Across, says '*Real Me Don't Eat* ___.' It should have read '*Real Men Don't Eat* ___.' By the way, I don't eat quiche." Well, we eat crow.

•Dr. Quizzler's Mind Teasers (June, page 47). Puzzle #14 asked, "What relation is a man to his mother's only brother's only niece?" We said "her brother." True, but as Andy Latto, of Sharon, PA, and others pointed out, the answer "her cousin" is also possible, since she could be his mother's sister's daughter. His mother has only one brother, but we didn't rule out her having a sister. Marc Iverson, of Salt Lake City, UT, questioned our answer to #3, which asked how many children are two pairs of twins twice. We claimed 16, saying that two pairs of twins are eight. Iverson argues, "Since one twin is one, don't two twins (constituting a pair of twins) make two, so that two pairs of twins twice make eight?" We say semantically it's arguable either way, so we'll accept either answer. (Kids! Always causing problems!)

EUREKA

Eureka is the department dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than the one we gave.

•Joan's Diner (June, page 14). Aptly named D.M. Cook, of Phoenix, AZ, is one of more than 100 readers who wrote us about other "found objects" in the diner. The three most common finds are the champagne cork cover behind the head of the waitress on the right; a harmonica under the coin changer/"coffee urns" immediately to the right of the same waitress; and, in the lower left, a spark plug on the floor behind the flowers.

•Match Play (April, page 33). About 20 readers offered alternate solutions to this matchstick puzzle from the "1st World Puzzle Team Championship Warm-Up." Elaine Massick, of Albuquerque, NM, among others, suggested that the minus sign be changed from horizontal to vertical so that, in Roman numerals, 8 = 8. Gregg Benedikt, of Brooklyn, NY, and two others, moved the minus sign to the right side of the equation to form a plus sign, resulting in 7 = 6 + 1. And Michelle Hemachandra, of Chicago, IL, used a negative number to make 5 – (–2) = 7. Unfortunately, all three answers result in unnatural spacing.

GAMES

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—John Teffel, Roanoke, VA

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—Mary McKeon, Lansing, MI

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Last vacation site _____ Did you Enjoy it? [ ] Yes [ ] No

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The N.E. THING PUZZLE Vol. IV

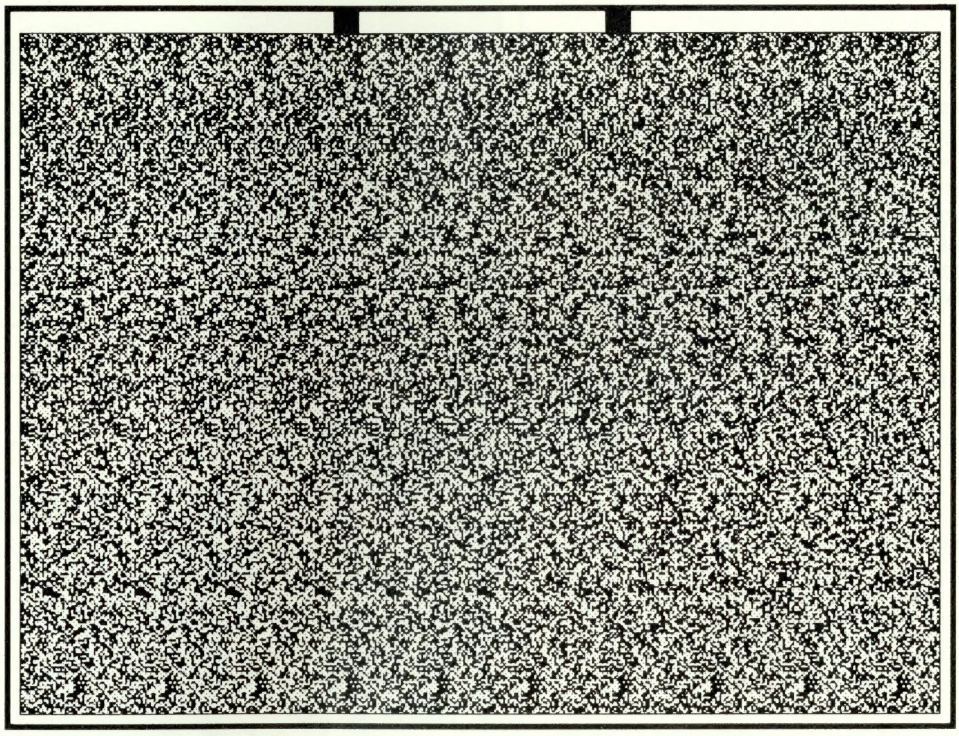
The STARE-E-O below contains the names of three animals. We will randomly select 100 winners from correct entries to receive a free 1992 Calendar - The images are great! You must fill in and send us the coupon below (or a reasonable facsimile) to qualify!

The puzzle is a STARE-E-O . To see the image, diverge your eyes as if looking at an object twice as far as the page is from your eyes. When the fusion dots overlap, creating a single solid central dot, your eyes are aimed right. Hold the central dot in your gaze. The answer will appear in 3D among the dots. It might take you a long time to see the image, so - be patient, the illusion is worth the effort!

If you cannot "see" the 3-D image, but would like more information, send in the coupon without an answer. We'll send you our catalog, a complete explanation, and more samples!

This N.E. THING puzzle is EVEN HARDER than last one. To win you'll need to use divergent thinking, on more than one level. For some, part of the answer might be too shallow, for others, too deep. Looking at STARE-E-Os is good exercise for your eyes but don't overdo it (do some pushups, or go fly a kite, or send us an apple pie). We hope you enjoy this puzzle. Copy it, share it with your friends, collect the entire set, and ... KEEP GAZING!

P.S. Previous Puzzle Answers!
Vol. II is FROG
Vol. III is SPARROW



NAME: _____

ADDRESS: _____

PHONE: _____

ANIMALS _____

Winners will be chosen September 15, 1992

GAZE TOYS ** N.E. THING ** STARE-E-OS

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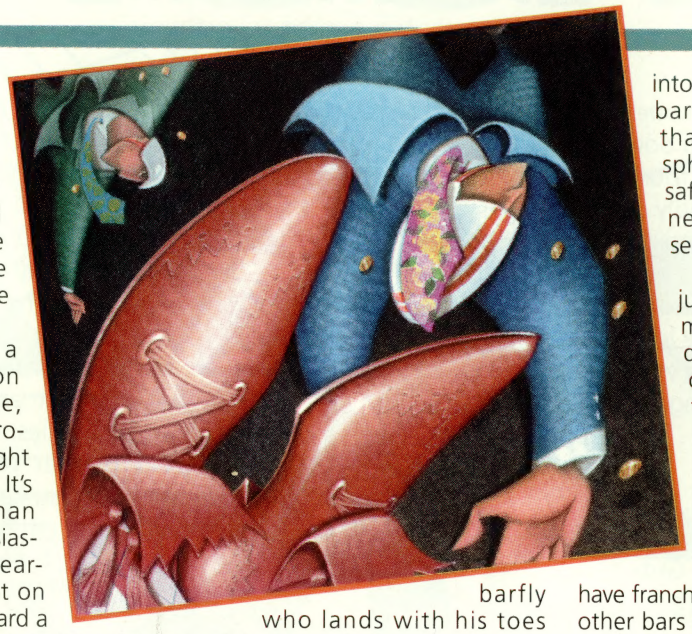
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GAMEBITS

by lou kesten

STICKING TO IT



Back in the early '80s, when *Late Night* host David Letterman first donned a Velcro suit and threw himself against a wall, he could hardly have realized that he was pioneering what's become the hottest bar game of the '90s.

Every Wednesday night, in a bar called Perfect Tommy's on Manhattan's Upper West Side, scores of twentysomething professional types gather for a night of Human Barfly Wall Jumping. It's the stupidest of Stupid Human Tricks: Egged on by the enthusiastic crowd and a DJ pumping earsplitting rock, competitors put on Velcro suits and run full-tilt toward a Velcro-covered wall. The object is to hit the trampoline at the end of the runway, execute a 180-degree flip, and stick, upside-down, to the wall. The barfly who lands with his toes highest off the ground wins the night.

"This is insane," says one potential barfly waiting for his shot at glory. "But it's pretty funny watching these big jocks slam into a wall." Still, Perfect Tommy's bartender Steve Wastell insists that, despite the rowdy atmosphere, the Human Barfly "is as safe as it can possibly be. We've never had any problems more serious than a broken nail."

According to Wastell, Velcro jumping has been "a great promotion. Wednesday used to be dead around here, and now it's our busiest night." Wastell got the idea when he read a *Sports Illustrated* article about Velcro jumpers in New Zealand. He mentioned the story to Perfect Tommy's owner Adam Powers; since their success in New York, Wastell and Powers have franchised the Human Barfly to seven other bars around the country, including one in Alaska. Wastell predicts, eventually, hundreds of such installations, and is looking for a corporate sponsor to promote a national tournament. ■

PROFESSOR PENNYBAGS

Rich Uncle Pennybags, the beloved old mogul from the Parker Brothers game Monopoly, is now raiding the halls of academe. At Indiana University, accounting students are using the game to practice the skills they have learned.

Assistant professor James Frederickson, who teaches a course in introductory financial accounting, changed a few rules in the game. For example, instead of going to jail, players can get sued—"a much more likely scenario for an accountant," says Frederickson. And different spaces can be prone to natural disasters, such as "hurricanes on North Carolina, tornadoes on Indiana, or ethnic violence on Baltic." Each team of players represents a corporation, including a president, a bookkeeper, and a financial analyst.

Games consist of 30 rounds, generally taking three to four hours, and at the end students have to write an evaluation of their own performances as well as those of their opponents. Frederickson thinks Monopoly is "a great way for the students to use all the skills they need to be good accountants." And, obviously, it livens up an admittedly dry subject. "It's amazing how competitive some of these people get." ■

GAME SHOW IN YOUR LIVING ROOM

If you're a typical GAMES reader, you're probably always thinking "I could do that!" when you watch game shows like *Jeopardy!* and *Wheel of Fortune*. Still, especially if you don't live in California, it's not easy to get on the air. There's hope, however, for frustrated couch potato competitors, thanks to a new technology developed by a stellar group of computer and video game industry veterans.

Subscribers to the Interactive Network, available now in northern California and scheduled for a nationwide rollout next year, receive a two-pound Control Unit with an LCD screen, eight function buttons, and a retractable keyboard. The unit receives FM radio signals that are simulcast with TV programming, allowing the user to solve a *Wheel of Fortune* puzzle, for example, while the show is being broadcast. At the end of the game, players transmit their scores over the phone to IN's central computer, which tabulates scores and standings and broadcasts them back to all of the competing subscribers four minutes later.



Besides game shows, IN subscribers can participate in live sporting events by trying to predict plays and strategy in football, baseball, and basketball games. *Murder, She Wrote* fans can try to find clues and solve crimes before Jessica Fletcher. News junkies can respond to controversial issues discussed on *60 Minutes* or the nightly news. IN also promises trivia games, word puzzles, mazes, and card games.

According to IN president David Lockton, the technology also opens new frontiers for videogame fans. The network recently completed a deal with Sega to apply its technology to the Genesis system, allowing, say, Sonic the Hedgehog mavens to compete against each other from across the country. Even more impressive, the IN technology could be used to transmit an original game to each player five minutes before a given time. On the hour, subscribers across the country would begin playing the same new game—perhaps the ultimate competitive test of videogame smarts.

"For most players, videogames are really a battle of wits against the programmer," says Lockton. "With the ability to compete against other good players, with a new game every day, videogames can become fresh all over again." ■

ILLUSTRATION BY SHANNON JEFFRIES; PHOTOGRAPH COURTESY INTERACTIVE NETWORK

BOWLED OVER

by emily cox and henry rathvon

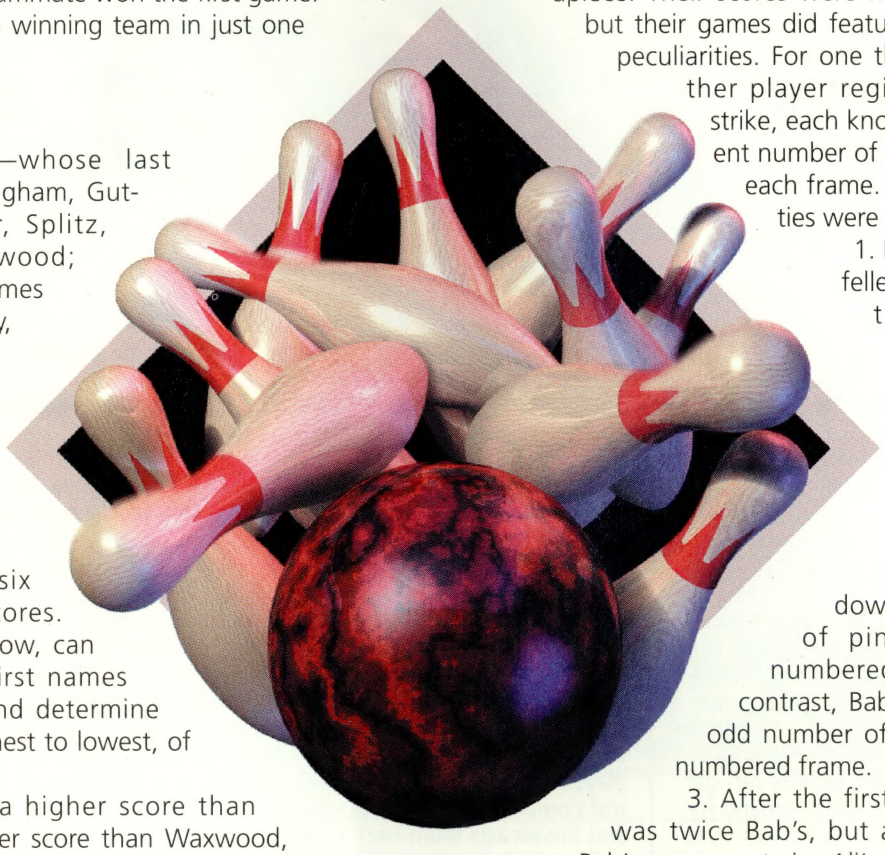
LOVERS' LANE

★ Two love-struck, old-fashioned boy-girl couples decided to spend an evening at a bowling-and-barbecue joint called The Spare Rib. These four young folks—Bo, Jo, Lo, and Mo—conducted a friendly competition in which one couple bowled as a team against the other couple; then the two girls swapped partners for a second game. From the clues below, can you match up the sweethearts?

1. Lo and her teammate lost the second game.
2. Bo and his teammate won the first game.
3. Mo was on a winning team in just one of his two games.

ROLL CALL

★★ Six friends—whose last names were Framingham, Gutterman, Pinsetter, Splitz, Stryker, and Waxwood; and whose first names were Ursula, Viceroy, Waldemar, Xaviera, Yashmak, and Zoroaster—bowled together one afternoon at The 300 Club. After their game, the six compared their scores. From the clues below, can you match their first names and last names, and determine the order, from highest to lowest, of the bowlers' scores?



1. Ursula had a higher score than Framingham, a lower score than Waxwood, and a lower score than Viceroy.
2. Waldemar outbowled at least three of the friends, including Pinsetter and Splitz.
3. Yashmak finished just behind Zoroaster and just ahead of Framingham.
4. In the ranking of the six finishers, three bowlers came between Gutterman and Waxwood, and one bowler came between Pinsetter and Splitz (whose first name was not Zoroaster).

CANDLEPINS

★★★ "I think you're going to like candlepin bowling," said Ali to his date, Bab. "The ball is small, the pins make a nice rattle when you hit 'em, and you get three throws in every frame instead of two."

"What about strikes and spares?" asked Bab.

"Oh, we won't get any of those," predicted Ali accurately. "You'd need to knock down all 10 pins in just one or two throws. In the game of candlepins, if you knock down 10 pins in a frame with three throws, you add 10 points to your score, but you get no bonuses."

"Well, let's give it a try," said Bab as they walked through the door of The Candlepin Palace.

Ali and Bab proceeded to bowl 10 frames apiece. Their scores were not record-breaking, but their games did feature some interesting peculiarities. For one thing, although neither player registered a spare or strike, each knocked down a different number of pins from 1 to 10 in each frame. The following oddities were also noted:

1. Neither bowler ever felled a number of pins that matched the number of the frame (that is, no one got 1 in the first frame, 2 in the second, etc.).
2. Ali knocked down an even number of pins in every odd-numbered frame, while, by contrast, Bab knocked down an odd number of pins in every odd-numbered frame.
3. After the first frame, Ali's score was twice Bab's, but after three frames, Bab's score was twice Ali's.
4. In her ninth frame, Bab knocked down as many pins as Ali knocked down in his third, fourth, and fifth frames combined.
5. Ali led Bab by one point after seven frames, and again by one after nine frames.

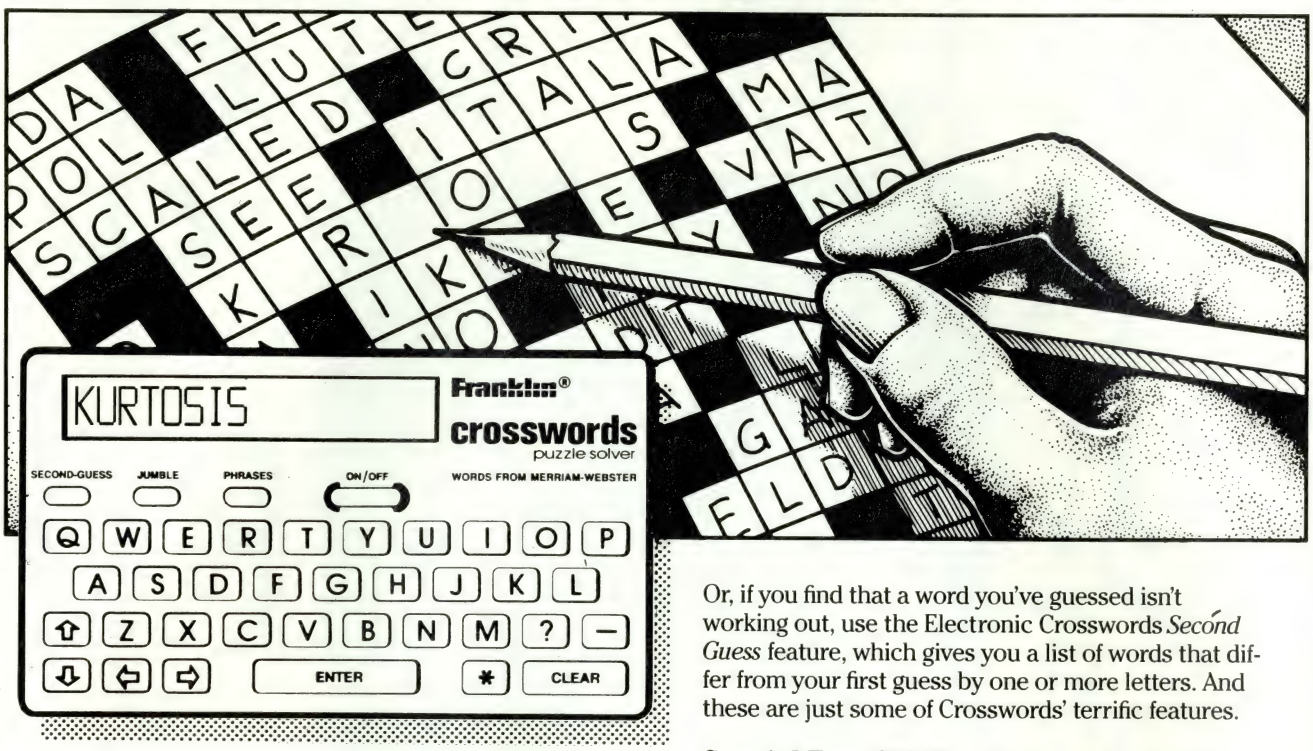
Given these facts, can you now determine how many pins Ali and Bab chalked up in each frame, and fill in the score sheet below?

ANSWERS, PAGE 40

	1	2	3	4	5	6	7	8	9	10	TOTAL
Ali											
Bab											

ILLUSTRATION BY TOM CUSHWA

STUCK?



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Most people, not being stalked by enemies who want to kill them, have no need of secret avenues of escape. And since nowadays we use bank vaults to store our gold and jewels, we don't need hidden rooms to protect our goodies from potential marauders.

But though the practical usefulness of secret rooms has disappeared, they still retain their psychological attraction. At one time or another we have all enjoyed retreating to some imaginary personal haven where no one could reach us—neither parents nor teachers nor sundry other real or imagined enemies. And the secret rooms that exist in actuality and once served real purposes continue to exert a powerful historical appeal as well, recalling romantic tales of intrigue, danger, and mystery that go back to the beginnings of civilization.

The ancient Egyptians, for example—popular belief to the contrary—were not very good at hiding their funereal gold. A pyramid sticking up out of the desert sand is not a particularly well-thought-out hiding place, after all, and by 1150 B.C., not a single one of more than 500 royal tombs had been left undisturbed.

Even Tutankhamen's tomb, the discovery of which in this century was announced with much fanfare, had been violated thousands of years ago by graverobbers, though they were caught red-handed. Later, when Ramses VI was having his own tomb prepared right above Tut's, the waste limestone chips were dumped over his predecessor's tomb, covering it. Not especially elegant as defenses go, and not meant to be one, but it effectively hid the tomb until Howard Carter stumbled upon it in 1922.

The golden age of ingenious secret rooms did not arrive until after England's King Henry VIII broke with the Roman Catholic church. Suppression of Catholicism was particularly brutal in the late 1500s, when such sacraments as offering mass and taking confession were criminal offenses, and anyone identified as a priest could expect a ghastly death. Many practicing Catholics who lived in the large manor houses of the English countryside constructed secret chambers in the event it became suddenly necessary to save a priest's life.

These chambers—known as priest holes—had to be very cleverly concealed not only from casual inspections but also from intense, week-long searches by bands of soldiers who would not hesitate to rip out walls and floors in their search for clandestine clerics. Some houses had multiple hiding places to enable a person to remain safely hidden even after searchers had uncovered what they thought was the only one. Decoy secret rooms were sometimes used to conceal real secret rooms.

In Harvington Hall in Worcestershire there are no fewer than seven hiding places. One is entered by pushing in a false beam, which swings back on a pivot. Another is accessed by lifting a tread in a stairwell. Two are in false chimneys. Real chimneys, too, were especially good places for hiding people. Made of brick, they were harder to break into than walls of plaster and lath, and if the entrance to the place of concealment was below the fireplace, a blazing fire was a handy way of diverting suspicion and keeping warm at the same time.

At Aston Hall, in Warwickshire, a secret chamber is hidden by a chair seemingly attached to the wall. Releasing a spring hidden in the carving above the door causes the chair to swing forward and reveal the entrance.

Since a person might need to stay hidden for quite some time, ways had to be found to pass nourishment to him. If a room was big enough, it could be stocked with



...Nancy ran her fingers back and forth across the area which was about half an inch high and three inches long.

"It may conceal something," she thought, and pushed gently against the wood.

Nancy felt a vibration in the whole cabinet.

"Helen! I've found something!" she whispered hoarsely. "Better stand back!"

Nancy pressed harder. This time the right side of the cabinet began to move forward. Nancy jumped up from her knees and stood back with Helen. Slowly, very slowly, one end of the cabinet began to move into the parlor, the other into an open space behind it.

Helen grabbed Nancy's hand in fright. What were they going to find in the secret passageway?

—*from* The Hidden Staircase *by Carolyn Keene*

ILLUSTRATION BY OLIVER YOURKE

SECRET ROOMS AND HIDING PLACES

BY NEIL STEINBERG

food and water, but bigger rooms had the drawback of being easier to find, so it was often more judicious to equip a crawlspace with a secret hatch—sometimes no larger than the diameter of a straw—to allow nourishment to be provided. Even so, many priests were forced out of their hiding places by thirst and fatigue during long searches or lengthy confinement.

Not all English secret rooms were constructed to save priests. Many large castles have what was called a sally port, a hidden exit through which knights rode out to raid attackers from an unexpected direction. On October 19, 1330, King Edward III led a successful attack on Nottingham Castle by sneaking *into* its sally port and defeating Mortimer, Earl of March, a usurper of the throne.

Historically the most significant English secret-room story involves another king, Charles II, and his epic flight after his defeat at Worcester in 1651. Thoroughly routed by Oliver Cromwell, who two years earlier had executed his father, Charles I, the future Charles II disguised himself as a peasant, took the name Will Jackson, and spent a frantic six weeks fleeing to the safety of France, hiding in homes, inns, and, for one entire day, in a tree. At Moseley Hall, the home of a sympathizer, a secret room designed for priests saved Charles's hide. Arriving just ahead of a band of soldiers, he managed in the nick of time to squeeze into a secret chamber, where he crouched for an hour listening to the soldiers searching mere inches away.

In America, priests were not in danger and we have no kings, but plenty of perils have necessitated secret rooms. When Charles II gained the throne, Edward Whalley and William Goffe, two of the 12 judges who had condemned Charles's father to death, fled to Boston and hid in, among other places, a large basement closet, accessed through loose floorboards, in a house belonging to an antiroyalist in Hadley, Massachusetts. The closet became known as the "Judges' chamber," and the pair lived there, and in other Hadley homes, for a dozen years. They eluded capture and died of natural causes.

Though Americans did not have regicide on its collective conscience, at one period in our history we did a lot of worrying about Indian attacks. Survival mandated secret passageways rather than secret rooms, which were of little use in a burning house. President William Henry Harrison's home, built in the early 1800s, has an escape tunnel leading 600 feet to the Wabash River. A home built in Baltimore in 1768 has a subterranean passage to the Patapsco River that is said to have been used to evacuate the local population after Braddock's defeat during the French and Indian War. Such stories, however, need to be taken with a grain of salt. Many "escape tunnels"

described by romantic tour guides were, in fact, large sewers or drainage pipes.

Secret tunnels were also used for smuggling. Frederick Philipse, a successful Dutch trader, built his Manor Hall in Yonkers (a city just north of New York City) in 1672 and included a secret passage to a nearby creek, through which he supposedly transferred contraband off-loaded from pirate ships.

In the days before electronic eavesdropping devices, secret rooms were helpful for espionage. A large brick home in Germantown, Pennsylvania, built in 1728 by James Logan, a ranking politician of his time who often entertained Indian councils, includes a secret chamber that adjoins a conference room. It was used as a listening post to eavesdrop on what was being said in the next room. The house also includes a secret passage from a closet in the attic to the cellar—a common connection found in many colonial homes.

Secret rooms were often designed for the important role of protecting valuable possessions. Dr. Toby's house in Acushnet, Massachusetts, had a cellar door that, when open, concealed a closet used to house the family's valuables. This neat arrangement saved the Toby treasures when the British looted the place during the Revolutionary War. Many elegant homes contained small hidden closets, usually off the butler's pantry, where silver could be concealed from thieves. The modern-day descendent of this practice is the wall safe tucked behind a painting or a curtain.

One of the problems with a secret room is to keep its location a secret. The Daggett family, it is said, entrusted the location of their Rhode Island home's secret room to just one member of the family in each generation. (Psst: It's behind a chimney in the attic. Don't tell anyone.)

Once the menace posed by European politics and hostile Indians had faded away, a new need arose for concealed rooms—the slave trade. Blacks, who were slaves in the South but not in the North, fled northward when they could, hotly pursued by their (former) owners, and hidden with equal passion by abolitionists.

Towns where abolitionist feeling ran high are studded with secret rooms. One such place is Marshall, Michigan, where residents confronted slave owners in a famous episode in 1847. A typical fugitive slave hiding place is found in a grand Italianate home built in Marshall in 1860. Opening a door leading to the basement, you notice a small closet. Go inside the closet and look up. In the ceiling is a small hatch. Push it up and—with the help of a ladder—you can reach a room measuring six by ten feet. Not exactly the Presidential Suite at the Ritz, but big enough for a runaway to hide in for a day or so until it was safe to move on. Marshall's National House Inn also has a secret room under its front porch, which was supposedly used to hide runaways.

Secret rooms were used not only by those hiding slaves but also by proslavery forces. William Pratt constructed a secret dungeon in the opulent castle he built in 1854 on the James River in Richmond, Virginia. The small, square, windowless room was connected to the main house via a secret spiral staircase, and Pratt is supposed to have used it to store guns and ammunition that he ran from England to the Confederacy during the Civil War. Another Confederate mansion with a secret room is the Hay House in Macon, Georgia. Built in 1860 by William B. Johnston, a fiscal agent for the Confederates, it has a secret panel in a niche on the main stairway. The panel revolves to give entrance into a secret room, where Johnston kept as much as $1.5 million in gold bullion.

Some secret places have no purpose other than to satisfy the whim of a wealthy eccentric. Joseph Williamson, for instance, retired with his tobacco fortune to tunnel happily under his estate in Liverpool, England. Visitors to the labyrinth described networks of staircases and galleries, "tunnels cut out of the living rock, pits deep, and yawning chasms ... as dangerous to enter as they are strange to look upon."

After the turn of the century, secret rooms were a staple of the fantastic mansions and castles produced by wealthy American industrialists influenced by the superheated Gothic fiction so popular at the time. Playwright and actor William Gillette built a mansion near Greenport, Long Island, that has several curiosities. There's a secret doorway behind the desk in his study that leads directly to the main entrance hall, for quick exits from the house, and there's a concealed bathroom in his bed chamber.

Cantigny, the immense estate built in Wheaton, Illinois, by newspaper publisher Robert McCormick, contains a hidden bar, accessed by a button in the paneling. Guides there used to tell the story of McCormick and his guest, Winston Churchill, becoming somehow locked inside the bar. Hours went by before they summoned help. Another secret bar is in the Beverly Hills estate of Edward L. Doheny, Jr.—the bagman in the Teapot Dome Scandal. At the touch of a button, a paneled wall disappears into the ceiling, revealing a forest of bottles and glassware.

The mansion belonging to Rudy Vallee, the 1920s singer, was in the news a few years ago, shortly after his death, when a secret room was discovered containing a vast treasure-trove of his memorabilia, including scripts, costumes, 5,000 ties, a hat from W.C. Fields, two cases of vintage 1935 wine, 2,000 sets of cuff links, and a megaphone from the Heigh-Ho Club.

Perhaps the ultimate expression of such flights of rich fancy is the mansion constructed by Sarah L. Winchester, heir to the Winchester rifle fortune. After her husband and child died, a spiritualist convinced her that she was being haunted by the ghosts of those who had been killed by the famous repeating rifle. To keep them away, the spiritualist told her, she must construct a magnificent mansion. She bought a nine-room house in San Jose, California, and for the next 38 years she kept a team of 30 bricklayers, plasterers, and carpenters working seven days a week, expanding the house and keeping the ghosts away. When she died, the house contained 158 rooms, including trick closets, hidden chambers, doors that opened onto blank walls, and staircases leading to the ceiling. In the event she was attacked by spirits, she had a secret cellar in which there was a bell rope that she could use to sound the alarm while in hiding.

Construction stopped with Mrs. Winchester's death

in 1922, at a time when a new type of secret room was sweeping the land—the speakeasy. Since a speakeasy couldn't survive if no one knew about it, discretion rather than secrecy was the watchword. Many "respectable" establishments—former bars turned into "lunch counters"—kept their illicit operations in the back, behind an anonymous curtain or secret door. One speakeasy was entered through a panel in the back of a phone booth. Behind the bar at the Green Mill, an ornate old tavern in Chicago, there is still a trapdoor leading to an underground escape passage, a reminder of the time Al Capone owned the place.

Secret rooms and passages were certainly a part of the lore of World War II, from the ultra-secure War Room located beneath downtown London to the tunnels laboriously dug out of German prison camps, to the secret annex of Anne Frank, the entrance of which was hidden by a bookshelf.

The modern-day version of the bootleggers are drug dealers, who, like their predecessors, often need to hide themselves. A home seized in 1984 by federal agents from reputed Mafia drug czar Salvatore Michael Caruana includes two hidden rooms concealed behind revolving floor-to-ceiling bookshelves. An occupant of those rooms could spy on the main room through one-way mirrors.

Just last year, ambitious employees of the Los Angeles Department of Water and Power constructed two 40-by-10-foot secret rooms at a generating station, complete with lighting and ventilation, apparently for the purpose of growing marijuana. The entrance was concealed behind a cabinet.

Sometimes a secret room hides only a minor crime—in 1978 it was discovered that Chicago Park District big shots had constructed a secret steam room in Soldier Field (home of the Chicago Bears football team), where they and their political cronies could relax, *schvitz*, and get a massage.

...There was one high window above Mr. Big's head, but otherwise the walls were solid with bookshelves. Bond turned round in his chair. More bookshelves, packed with books. There was no sign of a door, but there might have been any number of doors faced with dummy books ...

Mr. Big pressed down a switch on the intercom.

"Send in Miss Solitaire," he said, and centered the switch again.

There was a moment's pause, and then a section of the bookcase to the right of the desk swung open.

One of the most beautiful women Bond had ever seen came slowly in and closed the door behind her.

—Live and Let Die *by Ian Fleming*

..."But the sentinels will be posted as usual," remarked the Rat.

"Exactly," said the Badger; "that is my point. The weasels will trust entirely to their excellent sentinels. And that is where the passage comes in. That very useful tunnel leads right up under the butler's pantry, next to the dining hall!"

"Aha! that squeaky board in the butler's pantry!" said Toad. "Now I understand it!"

"We shall creep out quietly in to the butler's pantry" cried the Mole.

"—with our pistols and swords and sticks—" shouted the Rat.

"—and rush in upon them," said the Badger.

"—and whack 'em, and whack 'em, and whack 'em!" cried the Toad in ecstasy, running round and round the room, and jumping over the chairs.

—The Wind in the Willows *by Kenneth Grahame*

..."If you will have the kindness to hold the lamp for me, we shall now extend our researches to the room above—the secret room in which the treasure was found."

He mounted the steps, and seizing a rafter with either hand, he swung himself into the garret. Then, lying on his face, he reached down for the lamp and held it while I followed him.

The chamber in which we found ourselves was about ten feet one way and six the other. The floor was formed by the rafters, with thin lath and plaster between them, so that in walking one had to step from beam to beam ...

"Here you are, you see," said Sherlock Holmes, putting his hand against the sloping wall. "This is a trap-door which leads out on to the roof. I can press it back, and here is the roof itself, sloping at a gentle angle. This, then, is the way by which Number One entered. Let us see if we can find some other traces of his individuality."

—The Sign of Four *by Arthur Conan Doyle*

Since secret rooms are inherently romantic, it makes sense that they should aid in the pursuit of love. Giant Meadowbrook Hall, the mansion in suburban Detroit built for one of the Dodge Brothers, is said to contain secret passages connecting various bedrooms. Hugh Hefner, returning to the Chicago Playboy Mansion in 1985 after a 12-year absence, paused in an underground passage and ran his fingers over the chipped plaster until he found the hidden button for a secret panel. It no longer worked.

Construction of secret rooms continues to this day. Architect Dirk Denison is building a house for a wealthy client who stressed the romance of secret rooms.

"They said they liked the notion of hidden stairs, secret rooms, a panel that slid," said Denison. "We're trying to work it out, accessing with a stairway up to a hidden room that would otherwise be dead attic space. In addition, we're designing panels that slide to expose windows, expose telephones, and other small secret places."

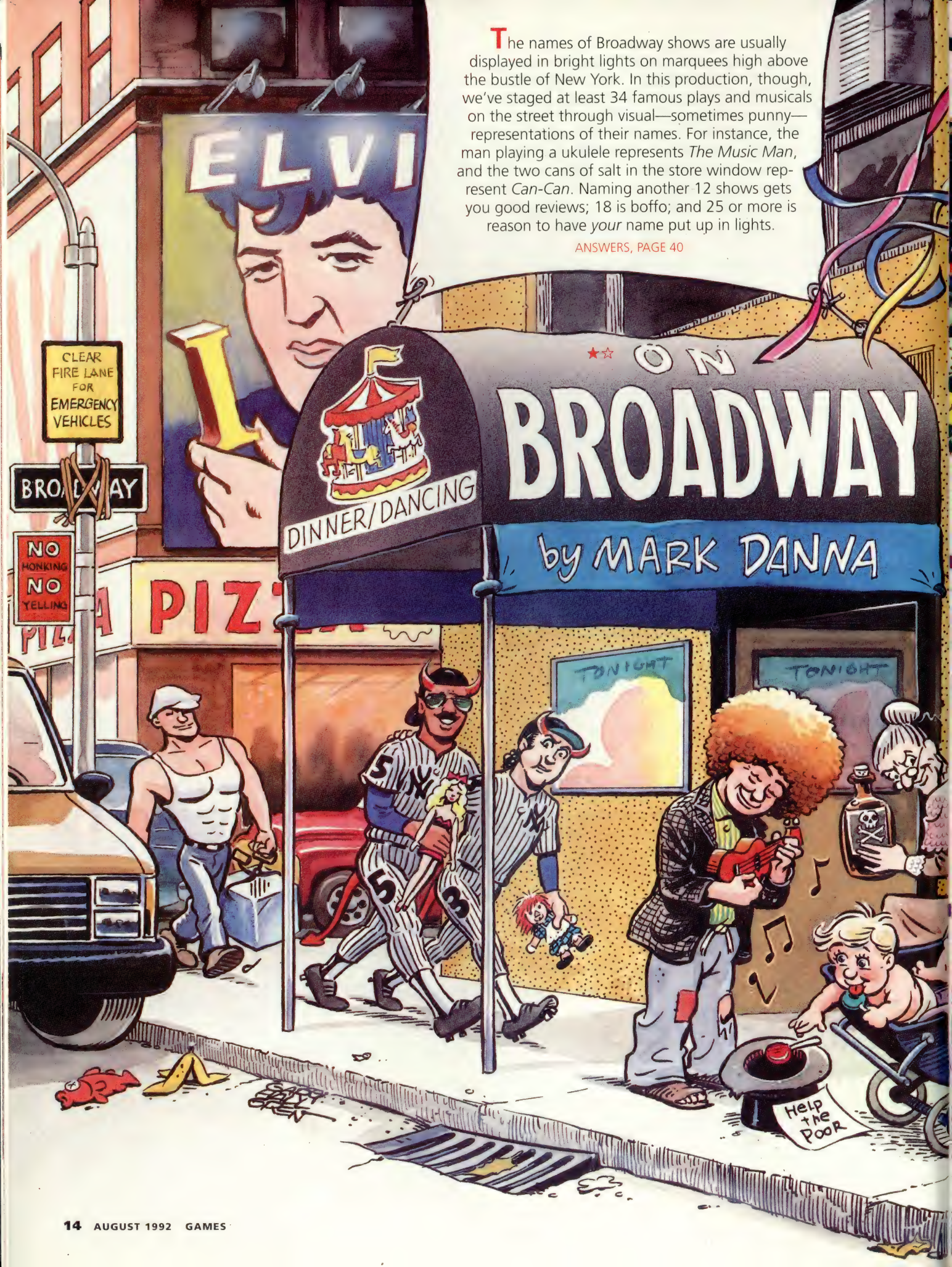
Denison traced his own interest in secret rooms back to a childhood game.

"I would say that the notion of a secret passageway was reinforced in my mind by playing Clue, which was one of my favorite games as a child," he said.

If all this reading about secret rooms makes you feel a tad resentful that your suburban home or efficiency apartment is not laced with underground tunnels and hidden nooks, look at it this way: It is better to wish for a secret room and not have one than to have a secret room and not appreciate the mystery it represents.

"I have never been up there," said Charles Kleinschmidt of the secret room in his home in Marshall, Michigan. "My curiosity does not extend to that level." ■

Neil Steinberg's first book, If at All Possible, Involve a Cow *(a history of college pranks), will be published in August by St. Martin's Press.*



The names of Broadway shows are usually displayed in bright lights on marquees high above the bustle of New York. In this production, though, we've staged at least 34 famous plays and musicals on the street through visual—sometimes punny—representations of their names. For instance, the man playing a ukulele represents *The Music Man*, and the two cans of salt in the store window represent *Can-Can*. Naming another 12 shows gets you good reviews; 18 is boffo; and 25 or more is reason to have *your* name put up in lights.

ANSWERS, PAGE 40


READER ADVISOR
2-E-4-5
NO STANDING
M 9
1776 W. 42
TULSA SALT CO.
1ST PRIZE SALT!
ACME BOOK CO.
The Philadelphia Star

Road Trip

BY KEITH GLASGOW

When you're itching to get "on the road again," you can either hop into your car or you can take this quiz. Since taking this quiz is a lot cheaper, we figure we've got your attention. So fasten your seat belt and—hit the road!

ANSWERS, PAGE 40

1 TRAVEL TEST

Answer each of these travel-related questions.

1. When you are standing under the St. Louis Arch, are you closer to New York City or Los Angeles?
2. How many of the 50 states do not have self-service gas stations? *a)* 12 *b)* 6 *c)* 2 *d)* none
3. As of 1990, with almost all of the interstate highway system completed, which state has the most miles?
4. Which state has no miles in the interstate highway system?
5. What is the most visited tourist spot in the USA? *a)* Smokey Mountain National Park *b)* Grand Canyon *c)* Walt Disney World *d)* Statue of Liberty
6. How many national parks does the USA have? *a)* 19 *b)* 29 *c)* 50 *d)* 131
7. The three states that Yellowstone National Park is in are: *a)* Idaho, Montana, Wyoming *b)* Colorado, Idaho, Wyoming *c)* Montana, Wyoming, South Dakota *d)* Idaho, Colorado, Montana
8. In which city did the term "gridlock" first come into common use? *a)* Washington DC *b)* Chicago *c)* Los Angeles *d)* New York
9. Which is longer—Interstate 90, which runs from Boston to Seattle, or the Great Wall of China?
10. On average per year, each American household uses the car about how many times? *a)* 250 *b)* 485 *c)* 1500 *d)* 3150
11. If you were headed to the tallest man-made monument in the USA, your destination would be: *a)* Statue of Liberty *b)* St. Louis Arch *c)* Washington Monument
12. The historic Route 66 traveled more than 1,500 miles through eight states; it ran from: *a)* Chicago to San Francisco *b)* Oklahoma City to Los Angeles *c)* Cleveland to Las Vegas *d)* Chicago to Los Angeles
13. On all interstate roads in the USA, the white lines are: *a)* 20 feet long with 20-foot spacing *b)* 10 feet long with 30-foot spacing *c)* 20 feet long with 50-foot spacing *d)* 10 feet long with 10-foot spacing
14. What is the so-called "loneliest road in America," and what state is it in? *a)* U.S. Route 2 in northern Montana *b)* U.S. Route 70 in southern New Mexico *c)* U.S. Route 201 in northern Maine *d)* U.S. Route 50 in central Nevada
15. Complete these commercial slogans: *i)* "_____—we'll leave the light on for you" *ii)* "_____—food, folks, and fun" *iii)* "_____—the star of the American road" *iv)* "_____—keeping travelers up-to-date" *v)* "Nobody beats _____—nobody!" *vi)* "See the USA in your _____"

2 PUT UP A GOOD FRONT

Identify the make of car (old or new) in each of the following pictures.



















3 A SLICE OF AMERICA

Eight sections of a USA map (lettered A to H) have been cut out and mixed up below. Rearrange them in their correct order from west to east.



4 CAR TUNES

Match these classic road lyrics to the titles.













1. "Take the highway that's the best, get your kicks …"
2. "Get your motor runnin', head out on the highway, looking for adventure."
3. "Some folks say it's too big and uses too much gas; some folks say it's too old and that it goes too fast."
4. "I'm empty and aching and I don't know why, counting the cars on the New Jersey Turnpike."
5. "Well, I'm not braggin', babe, so don't put me down, but I've got the fastest set of wheels in this town."
6. "Ridin' along in my automobile, my baby beside me at the wheel."
7. "I says, 'Pigpen, this here's Rubber Duck, and I'm about to put the hammer down.'"
8. "The guy must have wanted to pass me up as he kept on tooting his horn; I'll show him that a Cadillac is not a car to scorn."

a. "America" by Simon and Garfunkel
b. "Beep Beep" by the Playmates
c. "Born to Be Wild" by Steppenwolf
d. "Convoy" by C.W. McCall
e. "Little Deuce Coupe" by the Beach Boys
f. "No Particular Place to Go" by Chuck Berry
g. "Pink Cadillac" by Bruce Springsteen
h. "Route 66" by Nat King Cole


1
2
3
4
5
A
B
C
D
E
F
G

SAVE THE EARTH!

Grand Prize
$1,000 worth of puzzles* (and the gratitude of five billion earthlings)
10 Runner-Up Prizes
A GAMES T-shirt

By Margot Seides

pop out the flying saucers and find their hidden twins

Aliens are invading the Earth! It could be the end of the world as we know it. Our intergalactic spies have uncovered some useful information, however, and with your help we may be able to thwart the aliens' plans.



At left is a satellite view of Bigtown, USA, the intended site of the invasion. Somehow this map got into the wrong tentacles, and now we're in deep trouble. The three disks on this page are overhead views of the flying saucers that the extraterrestrials plan to use to take over our planet.

Here's their scheme, as best we know it: The patterns on the three ships look similar to the map of Bigtown as seen from our orbiting satellite. The three ships will position themselves so as to conceal their whereabouts. While the patterns on the ships won't exactly match the cityscape beneath them, every road and line on the ships' edges will link up with roads and lines on the map, so the ships will appear perfectly camouflaged. Intelligence agents have heard that none of the three ships will overlap.



contest

To save the planet, start by popping out the three saucers. Then move them around the page until all the lines along their borders connect to lines on the map, and vice versa. When you have found all three locations, send us your results, and we'll take care of the rest. For each ship, tell us which map regions it totally or partially covers. For example, your entry might begin: "Saucer #1: A4, A5, B4, and B5."



Reliable sources have told us that the attack date is scheduled for early September, so **your entry must be received by September 1, 1992.**

The winners will be chosen in a random drawing from among the correct entries.

Mail your entries to: **Save the Earth!, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** You may enter as often as you wish, but each entry must be mailed separately.

*Your choice of $1,000 worth of puzzles, books, and games from the Fall 1992 Bits & Pieces catalog

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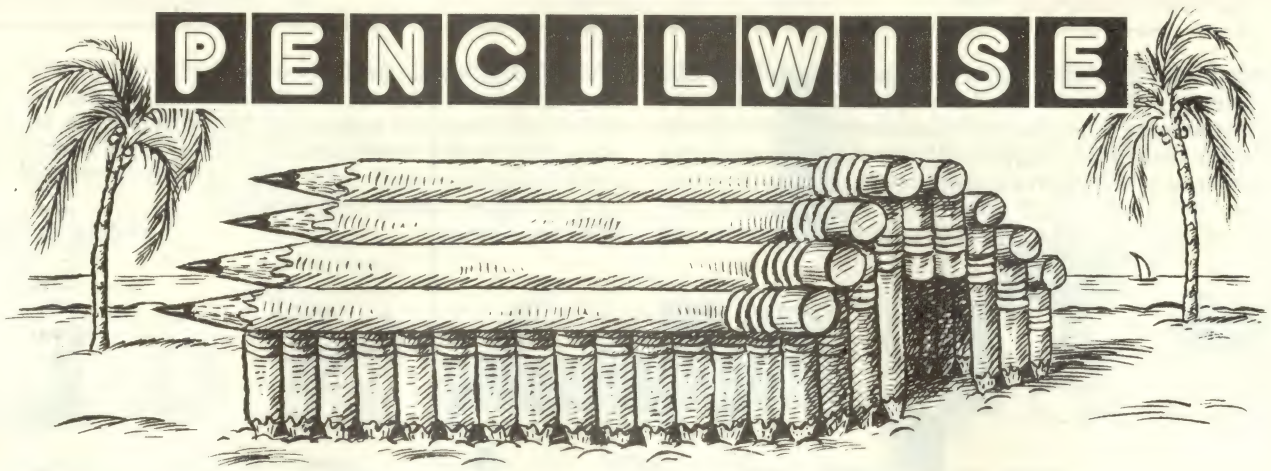
to subscribe see pages 45-46



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EDITED BY MIKE SHENK

PENCILWISE



UNITED NATIONS ★★

BY WILL SHORTZ

Hidden among the letters of the five words in each row of the grid below are the names of three countries, each containing five letters. The countries are spelled out left to right, one letter per word. For example, CHILE is found in the first row by taking the C in the first word, the H in the second word, and so on. (Two more country names are also concealed in the first row.) You may cross off letters as you proceed, because no letter in the grid is used more than once. One letter in each word will be unused when you're done. Can you locate all 18 countries?

ANSWER, PAGE 40

1	JACK	HAVE	PING	LAZY	VANE
2	LUSH	PAIL	BAIT	TINY	NAIL
3	SYNC	YOKE	MORN	GIVE	MOAN
4	QUIZ	DATA	WAIT	REAL	VERY
5	STEM	AGUE	LADY	PAST	TANK
6	WING	HONE	DAMP	PAIN	GALA

1. CHILE

2.

3.

4.

5.

6.

R.J. KAUFMAN

PICT-O-SEARCH ★☆

BY ROBERT LEIGHTON

Although you might not guess it at first glance, the puzzle below is a word search. It contains 38 compound words and familiar phrases (such as PLATE-GLASS WINDOW and WOLFMAN JACK) that have been compressed into pictures. For example, WOLFMAN JACK is hiding in a straight line as pictures of a WOLF, a MAN, and a JACK. Each answer consists of three or four pictures, and no answer is completely overlapped by another. Answers may be hidden vertically, horizontally, or diagonally, but always in a straight line. Many pictures will be used in more than one answer, but not all the pictures will be used. Sharp-eyed solvers should be able to find at least 24 answers before consulting the word list; if you can spot 30 or more, consider yourself picture perfect.

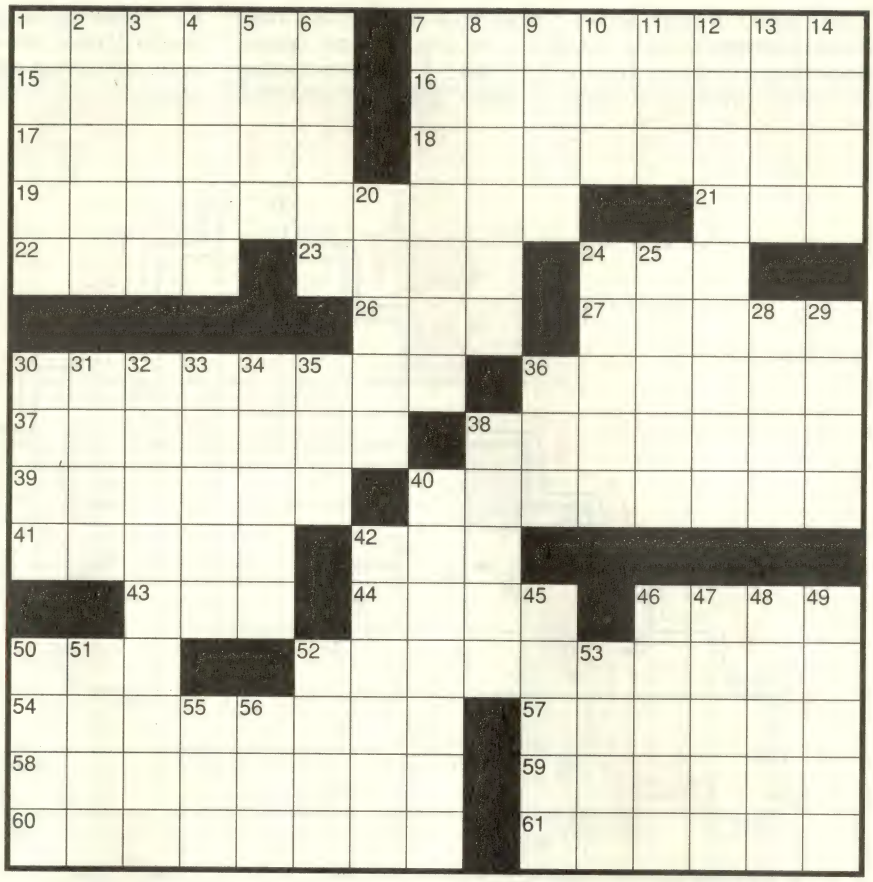
WORD LIST, PAGE 40 **ANSWER, PAGE 42**



ROBERT LEIGHTON

STAG PARTY ★

BY ERIC ALBERT



ACROSS

1 Railroad stations
7 Place to get greens at some restaurants: 2 wds.
15 Strangely beautiful
16 Oriental café where oolong is served
17 Coffee-maker liner
18 Increases, as in value
19 German-born actress: 2 wds.
21 Krazy ___ (comic strip character)
22 Hindmost
23 Actress Moore of *Ghost*
24 Boxing win, of a sort: Abbr.
26 ___ Zeppelin
27 "In what way?": 2 wds.
30 Dressed in bedclothes
36 Enclosed
37 Magnetic mineral: 2 wds.
38 Dick Cheney's Cabinet department
39 Of a cultural group
40 Disney's animated concert classic
41 Mister, in Mexico
42 *Cheers* bartender
43 Easter egg coloring stuff
44 Letters after L
46 Wood-cutting tools
50 King Kong, for one
52 Comic who played a psychologist and an innkeeper on television: 2 wds.
54 Photos of muscular men
57 Sweetheart
58 Merry-go-round
59 ___ control (TV gizmo)
60 Most precipitous
61 First bid in a card game

DOWN

1 Put off
2 Banish
3 "Beer Barrel ___"
4 Playful aquatic mammal
5 Father's Day gifts
6 Cooked haddock
7 Long-___ roses
8 Virgil's epic masterpiece
9 Cowardly Lion portrayer Bert
10 "Gotcha!"
11 ___ *Quixote*
12 One of *Hee Haw*'s hosts: 2 wds.
13 Sailing
14 Take a breather
20 Noisy brawl
24 Burglar's crime
25 Seoul's nation
28 "Yes, yes!" in Spain: 2 wds.
29 ___-Day (vitamin brand)
30 Bakery desserts
31 *Laugh-In*'s Johnson
32 Farm equipment pioneer: 2 wds.
33 Pester
34 Op-art pattern
35 Circle part
36 Rooster's mate
38 *Guys and Dolls* originator Runyon
40 It connects to a car's crankshaft: 2 wds.
42 Cigarettes, in slang
45 Peter, in Spain
46 Dishonor
47 Slugger Hank
48 Be an author
49 Rodeo animal
50 Fundamentals
51 Moss type
52 Corner of a baseball diamond
53 Cry
55 Enemy
56 Saucer's partner

ANSWER, PAGE 40

WHAT'S MY LINE? ★

BY RAYMOND WINTHROP

You'll be putting yourself (or at least your answers) on the line as you solve this puzzle. Each clue below leads to a word or phrase ending with LINE. For example, the clue "Project's due date" suggests the answer DEADLINE, while "Policy followed by a political group" would be PARTY LINE. If you have trouble getting a line on any of the clues below, peeking in the Answers wouldn't be out of line.

ANSWERS, PAGE 40

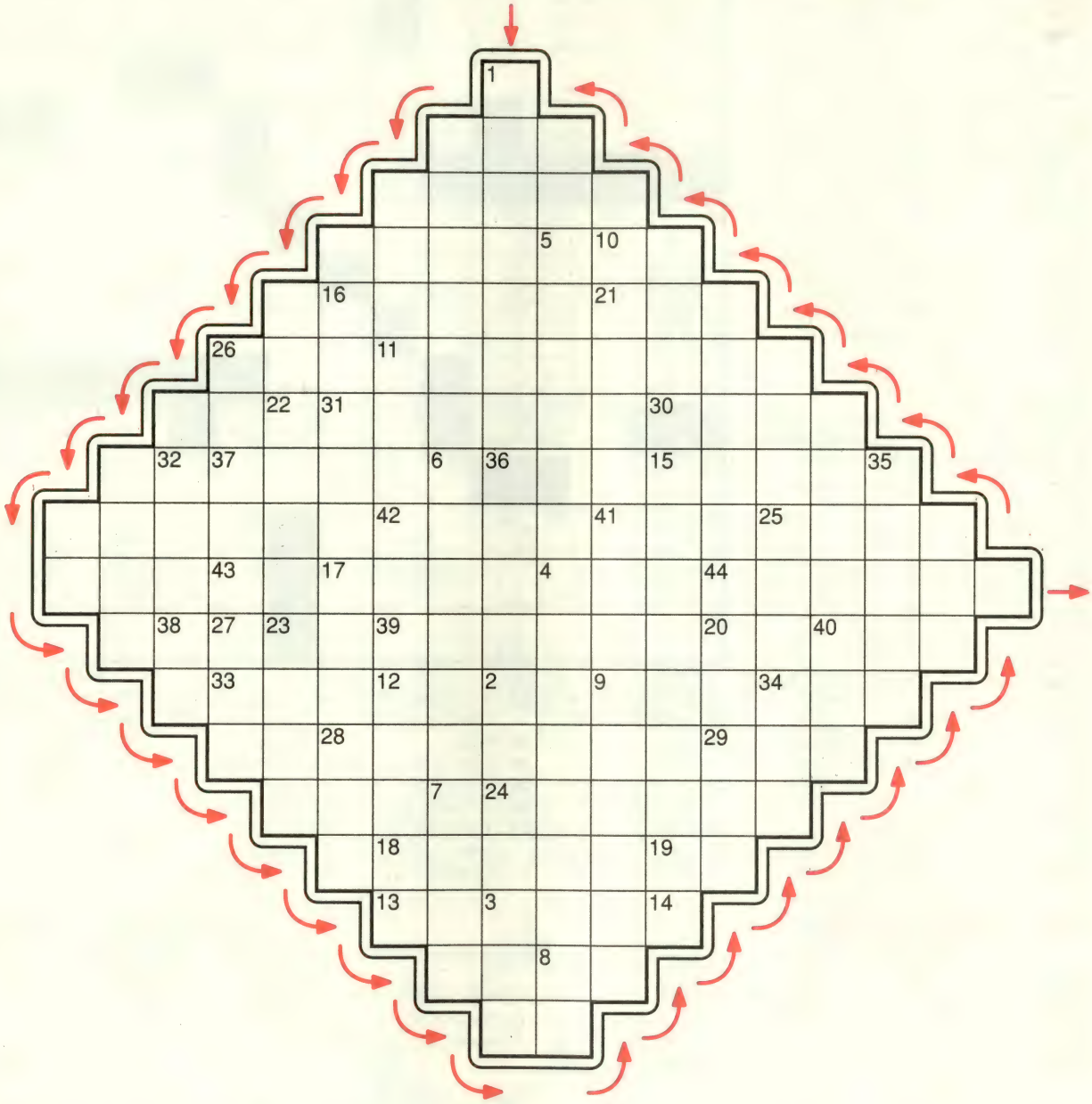
1. Ted Koppel's TV show _____
2. White House/Kremlin phone connection _____
3. Straight, direct route, as to a hive _____
4. Alaskan oil conduit _____
5. Strikers' formation _____
6. End of a joke _____
7. It's crossed at the end of a race _____
8. Newspaper story's "title" _____
9. Silhouette of a city _____
10. Long-lasting battery type _____
11. What a dieter tries to reduce _____
12. Design to have low air resistance _____
13. Most important factor in business decisions _____
14. Popular barbershop quartet song _____

SPELL-WEAVING ★★

BY MIKE SHENK

The answers to this puzzle's clues form a continuous thread that is interwoven like a tapestry. Enter one letter per space, beginning in the top square numbered 1 and proceeding downward. When you reach an edge, make a right-angle turn, following the direction of the arrow on the corner. The first space of each answer is numbered to help keep you on the right track. Weave the right spells, and the puzzle will fill in like magic.

ANSWER, PAGE 41



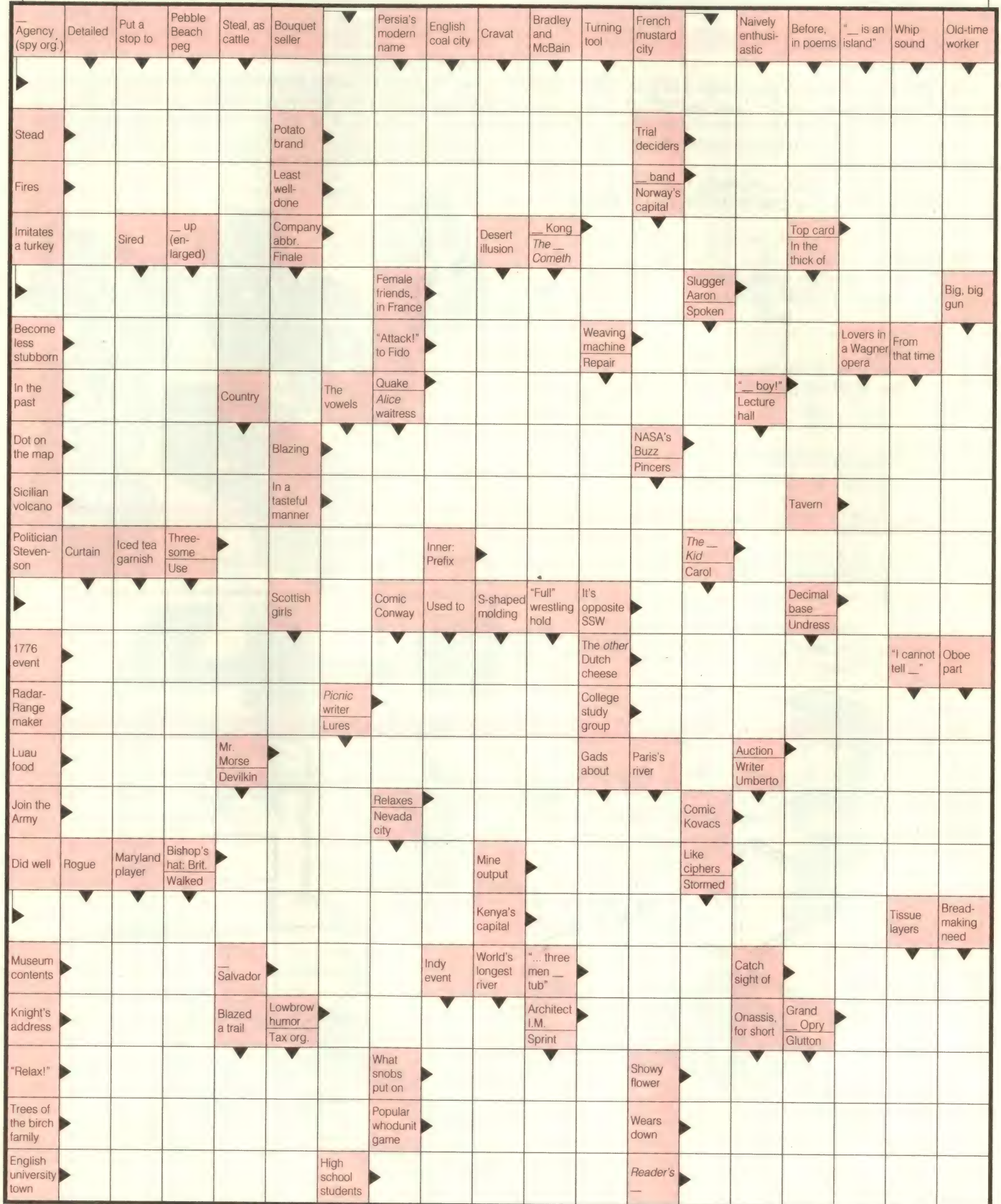
1 She's an expert at spell-weaving
2 Fog
3 Like pressure measured by barometers
4 Removable lymphoid mass
5 Landmark on Salisbury Plain
6 Bust
7 Fortune-revealing deck
8 Blouse part
9 Exchange of one advantage for another
10 Amsterdam natives
11 Fixed a bad manuscript
12 Finger-paint
13 Raisin-to-be
14 Home of Carroll's grinning cat
15 Computer accounting program
16 Undo a mistake
17 Human
18 Use the tub
19 Jackrabbits, for example
20 Archer's target (hyph.)
21 Woolen undies
22 Diner's choice list
23 *Playboy* feature
24 "Doc" whose real name is Carl
25 Constant fumbler
26 Makes null
27 Deserter's classification
28 Many of Jonathan Swift's works
29 Fans
30 Put in the mail
31 Andy's partner
32 Judge's place
33 Skillful writers
34 Polishes
35 Comic candidate Pat
36 Employee's reward
37 Portugal's peninsula
38 Sidewalk eatery
39 Give an account of
40 Not capable of being carried out
41 Active one
42 Beef cut often served as "tips"
43 Megacelebrity
44 Out of view

PENCIL POINTERS ★

BY STEPHANIE SPADACCINI

In this crossword puzzle, the clues appear in the grid itself. Enter the answers in the direction of the pointers.

ANSWER, PAGE 41



PUZZLE BOOK SAMPLER ★☆

The puzzles on these two pages come from some of the best new puzzle books you'll find in your local bookstores now. For more information on these and other new books that may keep you satisfied until the next issue of GAMES arrives, see "Bound to Confound" on page 52 of this issue.

ANSWERS, PAGE 41

RIDDLEGRAMS

by Nicholas Morris

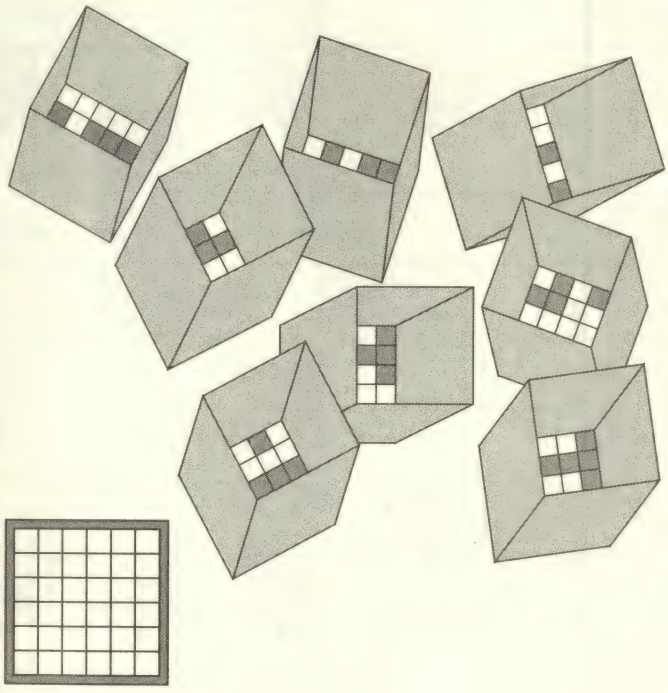
Each of the couplets below suggests a famous person whose name is an anagram of the final capitalized phrase in the second line. We've provided blanks for the letters of the name as well as a category to help you identify each person.

1. *American History*
   Eschewing the drab, our sneaky false friend
   Appeared at encampments IN REDCOAT BLEND.
   _ _ **N** _ _ _ _ _ _ _ _ _ **O** _ _
2. *Movies*
   Won the role of the young suitor
   By asserting: "SO I'M CUTER."
   _ **O** _ _ _ **U** _ _ _
3. *Broadway*
   Once he wrote some amateur skits
   But now HE PENS DEMON HITS.
   _ _ _ _ _ **E** _ _ _ _ _ _ _ _ **I** _ _
4. *Music*
   His savage music is to my liking.
   I find it awfully SAVORY, STRIKING.
   _ _ **O** _ _ _ **T** _ _ _ _ _ _ _ _ _
5. *Medicine*
   What do we want with a double helix?
   When we desperately NEED AN ALL-GERM FIX.
   _ _ **E** _ _ _ _ _ _ _ _ **L** _ _ _ _ _ _
6. *Opera*
   Tommorow midnight, we'll be through.
   I agree, it's been A HARD "RING," CREW.
   _ _ _ **H** _ _ _ _ _ **A** _ _ _ _ _

THE HOLLOW CUBE

by Ivan Moscovich

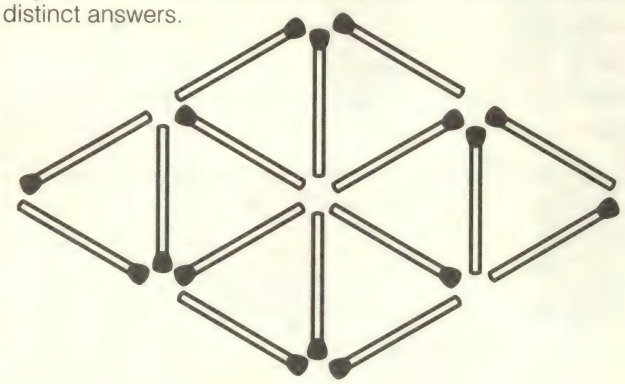
Imagine you are peering into a hollow cube. At the bottom you can see a pattern of six-by-six squares. Only a portion of the pattern can be seen at any time. But from the eight views shown, there is enough information to reconstruct the entire pattern in the blank six-by-six grid.



PUZZICLES

by Alan Robbins

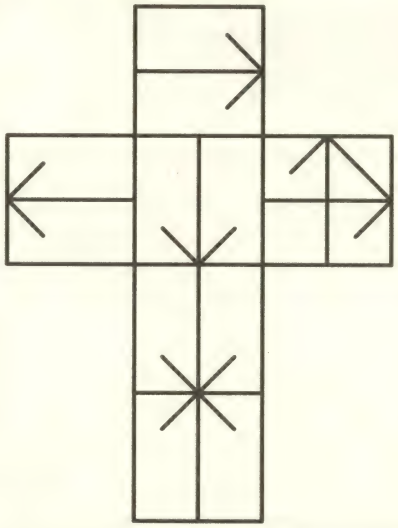
1. In this matchstick puzzle, there are eight equal-sized triangles. Remove four matches and leave exactly four triangles. Clever solvers should be able to find at least two distinct answers.



2. Here's a tricky one. The numbers below represent a logical series. What's the next number?

1 2 3 2 1 2 3 4 2 1 2 ?

3. If you were to fold the figure below into a cube, how many times on the completed cube would arrows be pointing toward each other across an edge?



A VIEW TO A KILL

by Jesse Green & Meg Wolitzer

This is a "Missing Persons" puzzle, the object of which is to discover the identity of a famous person (real or fictional, male or female, dead or alive). To do so, first solve as many of the 10 cryptic-style clues as you can and circle their answers in the grid. (If you can't solve some of the clues, scan the grid for potential answers.) When you've found all 10 words, which are clues to the Missing Person, the unused letters in the grid will spell an eleventh clue. These 11 clues may relate directly to the Missing Person, or may involve wordplay based on the person's first or last name. For example, SATURDAY, WATCH, and GOAT might all be clues to Billy Crystal (SATURDAY *Night Live*, WATCH crystal, and billy GOAT).

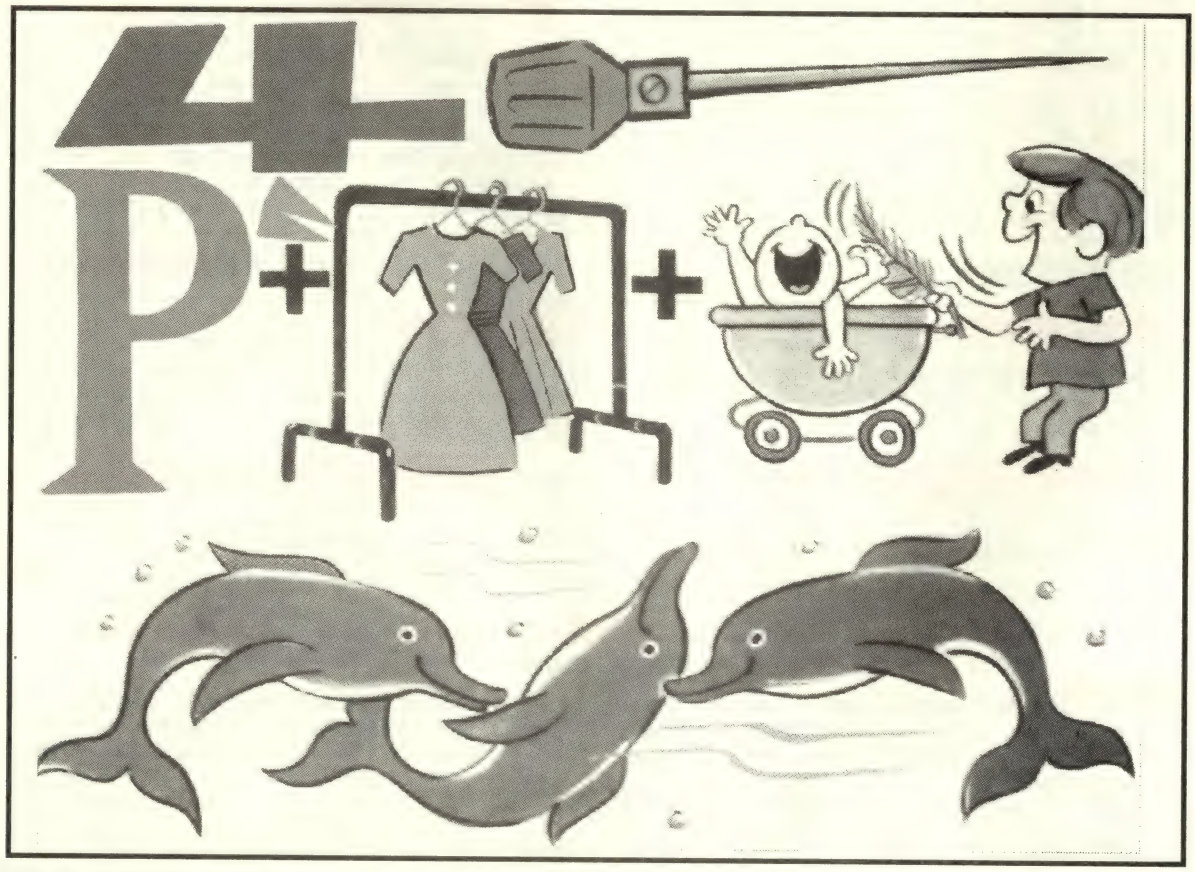
1. Abandon grated Romano (6) _____
2. Religious leader has tea for Roger (6) _____
3. Tossed salad with head of lettuce—it has lots of oil (6) _____
4. Hebrew train—it's a gem! (5) _____
5. Fool speaking in part of church (5) _____
6. Is it sex? Ridiculous! (Time to protest!) (7) _____
7. Scuff a banana peel, for instance? (7) _____
8. I was welcomed by host to raise the flag (5) _____
9. *Beatty and Hutch* (6) _____
10. More of an actor than a tool? (6) _____
11. Bonus clue: _____

S	A	L	L	A	D	T	R
T	E	E	E	L	E	V	E
I	K	I	I	W	W	S	M
B	N	I	T	A	E	O	M
B	A	N	R	X	H	J	A
A	V	R	T	S	I	O	H
R	E	P	P	I	L	S	I
N	N	O	O	R	A	M	T

CLASSIC CONCENTRATION

by Steve Ryan

To solve this rebus from the long-running TV game show, sound out the names of the objects pictured to get a familiar phrase.



DSZQUPHSBNT! ★☆

BY ROBERT LEIGHTON

Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun or title.

Clues are given at the bottom of the page to provide assistance if you need it. ANSWERS, PAGE 41

1. CRYPTOON

IRN ERJY JRBT
ZXTPKVKEKYI JURNYKLF
"K'QT LTQTX JTTL YUSY
BSL VTCRXT KL BI EKCT"
AUTL YUTI DNEETP RNY
IRNX BNF JURY.



2. TWO WRONGS?

L NGJIGK JLS HEKT RYD
UYDILVFD, HEI LS
LKJRYIFJI JLS GSOT
LNMYDF RYD JOYFSI IG
XOLSI MYSFD.—*PKLSV
*OOGTN *BKYZRI

3. UNIVERSAL COMPLAINT

NLISA CJ APFEIJE UKIJLE:
"DL XIJ KIJA I FNPU CJ
*LISEN; TCR'A ENPJO DL
XCRKA WIOL I NIKHDIT
ALXLJE ALIEN SIT."

4. AGED HOPS

ALSBJ SO'T RSUJ
GJKOYISJT TSKGJ
*GWBYNVYT'T UWXFMJ,
OLST FBTW NFIQT RWYI
LYKPIJP XJFIT TSKGJ OLJ
*LJSKJQJK VIJAJIX VJMFK.

5. A SHARP FEATURE

YGIAQGLPNWI ANYMNILE
XLPGILI MGZKN IANEL
KLLXGKC IGKCHL ULV
ISEWAU RV MHZVLE'I KNIL
TQGHL RNSQ QZKXI ZEL
RWIV.

6. MISTAKEN IDENTITY

LIELHNEHR LJVJXHEA
LOGAH LJSJBJGE-LBIVOHR
LIT, LIEYIDERJEC
LGNHYDBBZ LNGYVHR
LNIIF-LGVLOJEC LGTHN.

7. DO THE TWIST

NEVA STPTJ LTVSL TF
QTP'L ATFTJTFH, VFPTEJL
JRT TY TRF EVN FVJL,
JVSFL QTHYVEEH,
JITSTVNIEH VFSVEH.

TIPS AND CLUES

Cipher 1: Compare ciphertext patterns IRN and IRNX. They represent YOU and YOUR.

Cipher 2: A one-letter word is usually A or I; it's A here, making the eighth word, followed by a word starting with A, likely to be AN.

Cipher 3: As in the previous cipher, the one-letter word is likely to be A or I; but ciphertext I can't represent plaintext I. Bonus hint: The bigram EN, appearing three times, represents plaintext TH.

Cipher 4: Ciphertext J, appearing 16 times, is a good bet to be the most common letter, E. The three-letter word ending in E is THE.

Cipher 5: A single letter following an apostrophe is usually D, T, or S. Since ciphertext I also ends three other words, it's probably S.

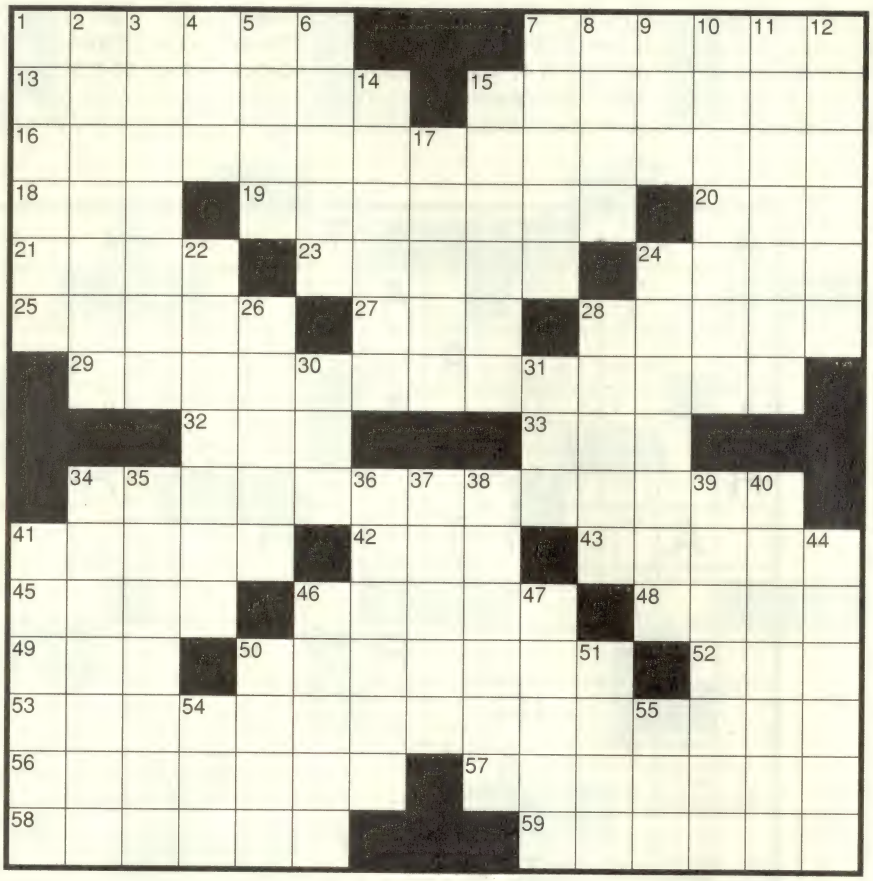
Cipher 6: Ciphertext -JEC, appearing twice, is the suffix -ING.

Cipher 7: Only two of the five vowels A, E, I, O and U appear in this cryptogram; they're represented by T and V.

KEITH BENDIS

TRAIN OF THOUGHT ★★

BY RANDOLPH ROSS



ANSWER, PAGE 41

ACROSS

1 Max of makeup fame
7 "Are you a ___ mouse?": 3 wds.
13 Deviating from the norm
15 Punk group featured in *Rock 'n' Roll High School* (with "The")
16 Charging train?: 2 wds.
18 Ewe's mate
19 Jews, e.g.
20 Aunt, to Pedro
21 German river that's smelly?
23 The Battle of the ___
24 Discovery in a murder mystery
25 Lost color
27 32,000 ounces
28 Wise ones
29 Half a trainman?
32 Keats poem
33 Winner's take in poker
34 Polite trainman?: 2 wds.
41 "O cursed spite, that ever I was born ___ it right": *Hamlet*, 2 wds.
42 Damage
43 Brought to a conclusion
45 *Boyz N the* ___
46 Ancient Persians
48 Location
49 Building wing
50 Robert Blake TV show
52 Madrid Mrs.
53 Train for the literate?: 2 wds.
56 Actress Getty of *The Golden Girls*
57 Chemistry or biology
58 Rock's ___ Dan
59 Face, in slang

DOWN

1 ___ *Flying* (Erica Jong book): 2 wds.
2 War fleets
3 ___ menthe (green liqueur): 2 wds.
4 Road goo
5 Elevator pioneer
6 Chops up potatoes
7 Reaches the upper limit
8 Current units
9 Neither accompanier
10 Penultimate point: 3 wds.
11 One who dwells
12 Tests for purity
14 Regained consciousness: 2 wds.
15 Care for again
17 Eisenhower's veep
22 Doffed
24 Makes watertight, as hatches
26 "The butler ___": 2 wds.
28 Tea cake
30 Animation drawing
31 AP rival
34 Least nerdy
35 Put in quarantine
36 Arise
37 Consumerist Ralph
38 Garbo and Scacchi
39 Menlo Park inventor and family
40 Cover one's steps
41 "___ no place like home"
44 Less lively, as a party
46 Virile
47 Shift type
50 Mail from the phone company
51 Et ___ (and others)
54 Actress Sandra
55 Notes after dos

NIXED MAIMS ★★

BY PETER GORDON

We've taken 20 famous people, and spoonerized their names; that is, the consonant sounds at the start of the first and last names have been switched, while the rest of the name's sounds have remained unchanged (although the spelling may have changed). For example, the words GRAMMY and TIMES would lead to the answer TAMMY GRIMES, while START BAR would yield BART STARR. Getting them all is "drop tore."

ANSWERS, PAGE 42

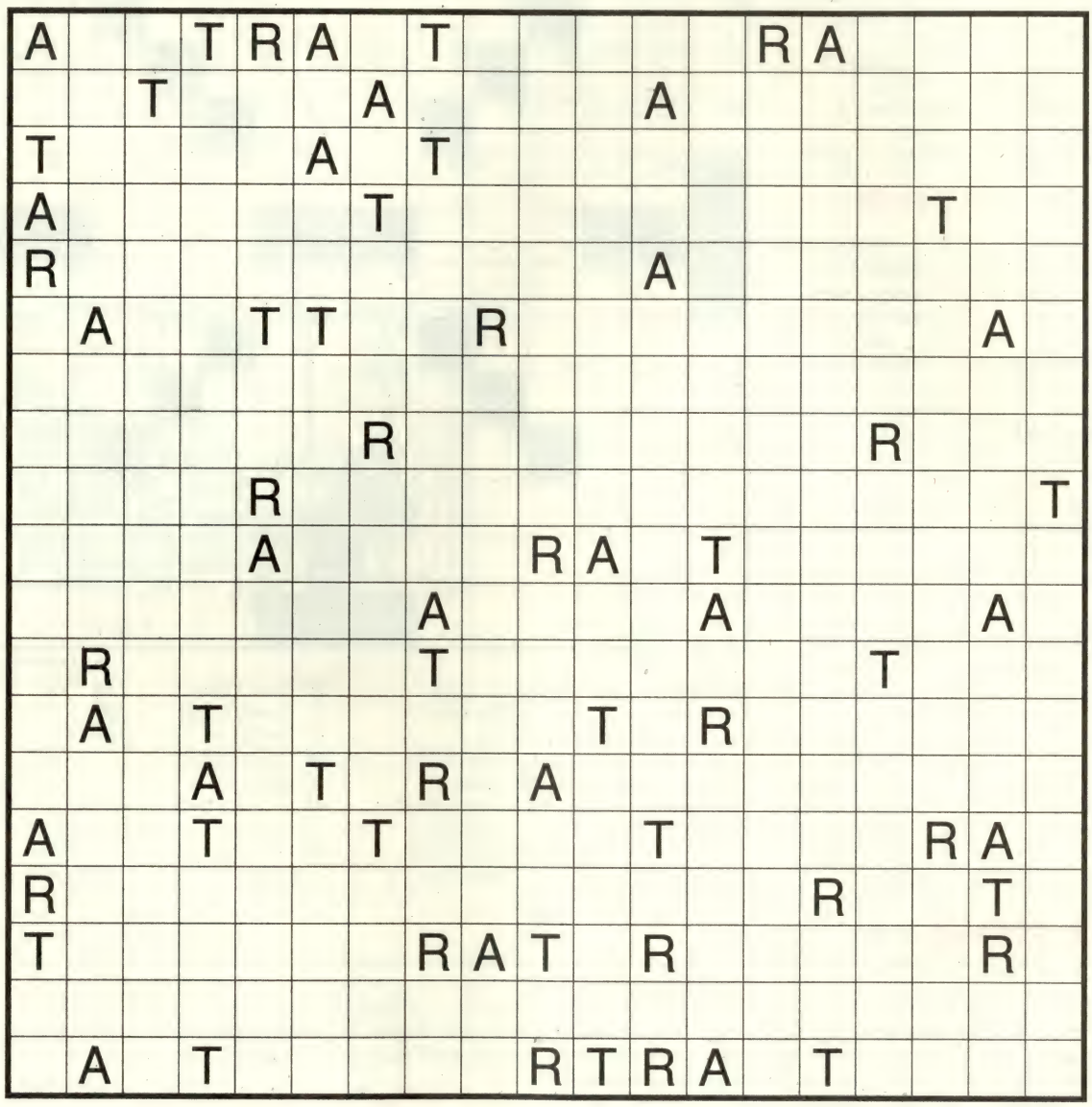
FIRST NAMES	
BONY	LOPE
BUCK	MANY
CANNY	MOB
CLICK	MORMON
COWERED	PERT
DANDY	ROOT
FED	SPARK
HARK	TAMES
KEEN	WAY
LOOSE	WRECKS

LAST NAMES	
BARKS	KNOCK-KNEE
BARLEY	MAMMAL
BRIE	MESSED
CHERRY	MITTS
DARK	NAILER
DAY	PARTIAL
HANG	ROCKS
HEEL	SUNKEN
JAILER	TENET
JELLY	TITTER

CROSSHATCH ★★

BY TRIP PAYNE

When completed, the grid for this do-it-yourself crisscross will contain the 41 art terms listed at the bottom of the page. These will interlock across and down as in a standard crisscross puzzle or Scrabble game. The only words that go in the puzzle are the ones in the list. Can you fill them in? To help you, all the A's, R's, and T's have been put in the grid for you. Thus ART is already spelled out (lower left), and some of the other words (such as PORTRAIT) will fit in only one place. Every word you enter will, in turn, restrict where the remaining words can go. The finished puzzle has a unique solution. **ANSWER, PAGE 41**

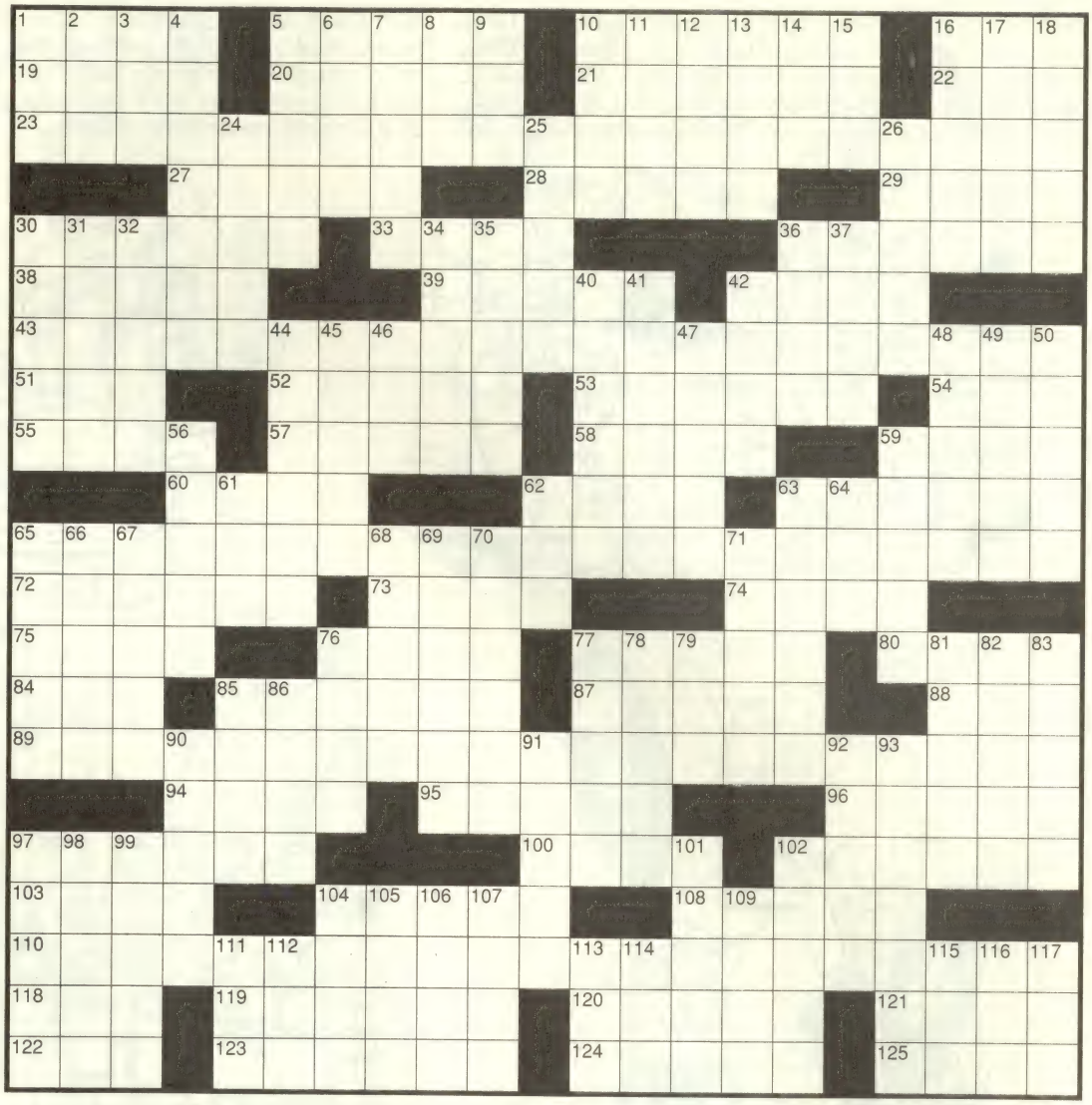


A			T	R	A		T						R	A				
		T				A					A							
T					A		T											
A						T										T		
R											A							
	A			T	T			R									A	
						R									R			
				R														T
				A					R	A		T						
							A					A					A	
	R						T								T			
	A		T							T		R						
			A		T		R		A									
A			T			T					T					R	A	
R														R			T	
T							R	A	T		R						R	
	A		T						R	T	R	A		T				

ART	COLOR	CANVAS	CURATOR	ABSTRACT	MINIATURE
INK	FRAME	PASTEL	EXHIBIT	AESTHETE	PRIMITIVE
OIL	GENRE	PATRON	IMPASTO	CERAMICS	STILL LIFE
CAST	MODEL	POSTER	PAINTER	FIGURINE	ALTARPIECE
ETCH	PIETA	RELIEF	PALETTE	PORTRAIT	HANDICRAFT
TONE	PRINT	STATUE	STENCIL	SCULPTOR	PHOTOGRAPH
BRUSH	STYLE	COLLAGE	TEMPERA	CLASSICAL	

BY THE BOOK ★★★

BY CATHY MILLHAUSER



ANSWER, PAGE 41

ACROSS

1 Skelton's Kadiddlehopper
5 Angst
10 Grew suddenly
16 *Méditerranée*, e.g.
19 Take on
20 Show surprise, perhaps
21 Plaited hat
22 High priest at the temple of Shiloh
23 POUND DOES REVIEW OF HYMNS BY POET LAUREATE TATE
27 Clinic worker
28 Undo a jotting
29 National emblem of Wales
30 Trifling
33 Solemn custom
36 Like weak soup
38 Argentina-based musical
39 Computer network stations
42 Like Solomon
43 HUTTON PLAYS "THE BABE" IN POLANSKI FILM
51 It's worn under a chasuble
52 Mrs. Chaplin and others
53 Eugene's place
54 Whodunit pioneer
55 Endure
57 How some like their eggs
58 Corner
59 "Sexual Healing" singer
60 Miami team
62 Simple Simon's quest
63 Licorice liqueur
65 JENNINGS RECOUNTS KURDISH EVENT
72 Kay Thompson's imp
73 Image
74 Sulky states
75 Eye drop
76 Nay-sayer
77 One of Daisy Duck's nieces
80 Filthy stuff
84 Powers that be
85 *Señorita*'s pals
87 "Mule Train" singer
88 Sweet suffix
89 SAYINGS OF ROMAN GENERAL BECOME BATHROOM GRAFFITI
94 Outfits
95 Jacob's twin et al.
96 Played the siren
97 Lax
100 Counterfeit spotters
102 Flight parts
103 Out of the wind
104 Conman's card game
108 Concerning
110 GREY KEEPS SCORE IN CAAN CHESS GAMES
118 Inclined
119 Crow's kin
120 Manifest
121 Chesterfield, e.g.
122 "___ So Fine"
123 Computer screen dots
124 Shakespeare's peers
125 Trebek's trophy

DOWN

1 Ernesto Guevara
2 Film Cleo
3 Muff
4 "I never ___ hurt anyone!"
5 *Advise and Consent* author
6 Riverfront Stadium team
7 Gung-ho
8 Perfect service
9 Tippler's woe
10 Bowsprit, e.g.
11 "Very funny!"
12 Responsibility
13 Not too exotic
14 He may call out
15 ___ *d'action* (ballet part)
16 Donnybrook
17 Bugs chaser
18 Touch-and-go
24 Affidavit addition
25 Can't live without
26 Transform
30 Orchid's lip, e.g.
31 President of Mexico, 1940-46
32 Swing supports, sometimes
34 Cuzco resident
35 Hotsy-___
36 Bowery resident
37 NBA or NRA
40 Steamy
41 Salad herb
42 Carry on
44 *Satires* author
45 Salad days
46 Writer Beattie
47 Thornburgh's predecessor
48 ___-coming (promising)
49 Birthday song finish
50 Takes to heart
56 Of the people
59 "Disgusting!"
61 Hosp. parts
62 Tiffany buy
63 KP tool
64 Office phone no.
65 Four preceder
66 1985 Kate Nelligan film
67 Tribute to the guest of honor
68 *Help!* victim
69 La-la interval
70 Sound effects creations
71 ___ yarn (tell tales)
76 Assumed haughtiness
77 Snaps collection
78 Out
79 Canyon edge
81 Dalton's predecessor
82 Playbill giver
83 Minds
85 Bargain caveat
86 Car economy stats: Abbr.
90 Raphael cohort
91 Inn info
92 Stalag 13 head
93 Burger or Frankfurter
97 Indian chief
98 Get a band on the run?
99 Oval events
101 Handle attacher?
102 Staff stops
104 MDII + DVII
105 English horn
106 Actress Gwynne
107 Very French?
109 Dweeb's pal
111 M-Q link
112 Spoonbender Geller
113 Biblical worker?
114 Clark's costar in *Mogambo*
115 Pen name
116 Pinup feature
117 Pen name?

FRACTURED FLICKS—THE SEQUEL ★☆

We'd like to pay tribute again to the proofreaders of Hollywood, without whom we might have been subjected to the mangled movies illustrated here. Imagine: One unnoticed secretarial slip at 20th Century Fox, and Julia Roberts might have starred not in *Sleeping With the Enemy* but in *Sweeping With the Enemy*, pictured in #1. Can you identify the other movies that might have been produced if a proofreader hadn't caught the single one-letter typo in each script's title? The number of words and letters in each answer is indicated by the blanks beneath the drawing. **ANSWERS, PAGE 42**



1. ________ ____ ___ _____



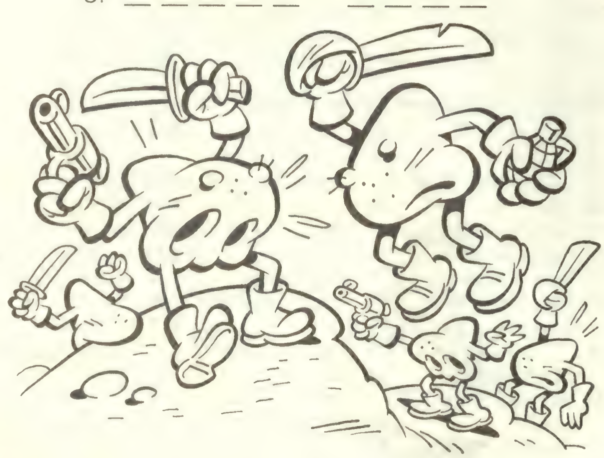
2. _____ _____



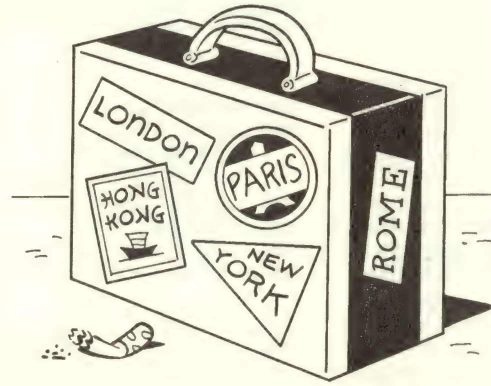
3. _______ ______



4. ________ _____ ________



5. ____ ____ ___ ____ ______



6. _____ __________

BY JACK LECHNER AND SAM MASER



7. _ _ _ _ _ _ _ _   _ _ _ _ _ _ _



8. _ _ _   _ _ _ _ _ _ _ _   _ _
_ _ _   _ _ _ _ _ _



9. _ _ _   _ _ _ _ _ _   _ _ _ _ _ _



10. _ _ _   _ _ _ _ _ _ _   _ _
_ _ _ _ _ _



11. _ _ _ _ _ _   _ _   _ _ _ _ _ _



12. _ _ _ _   _ _ _ _ _ _ _

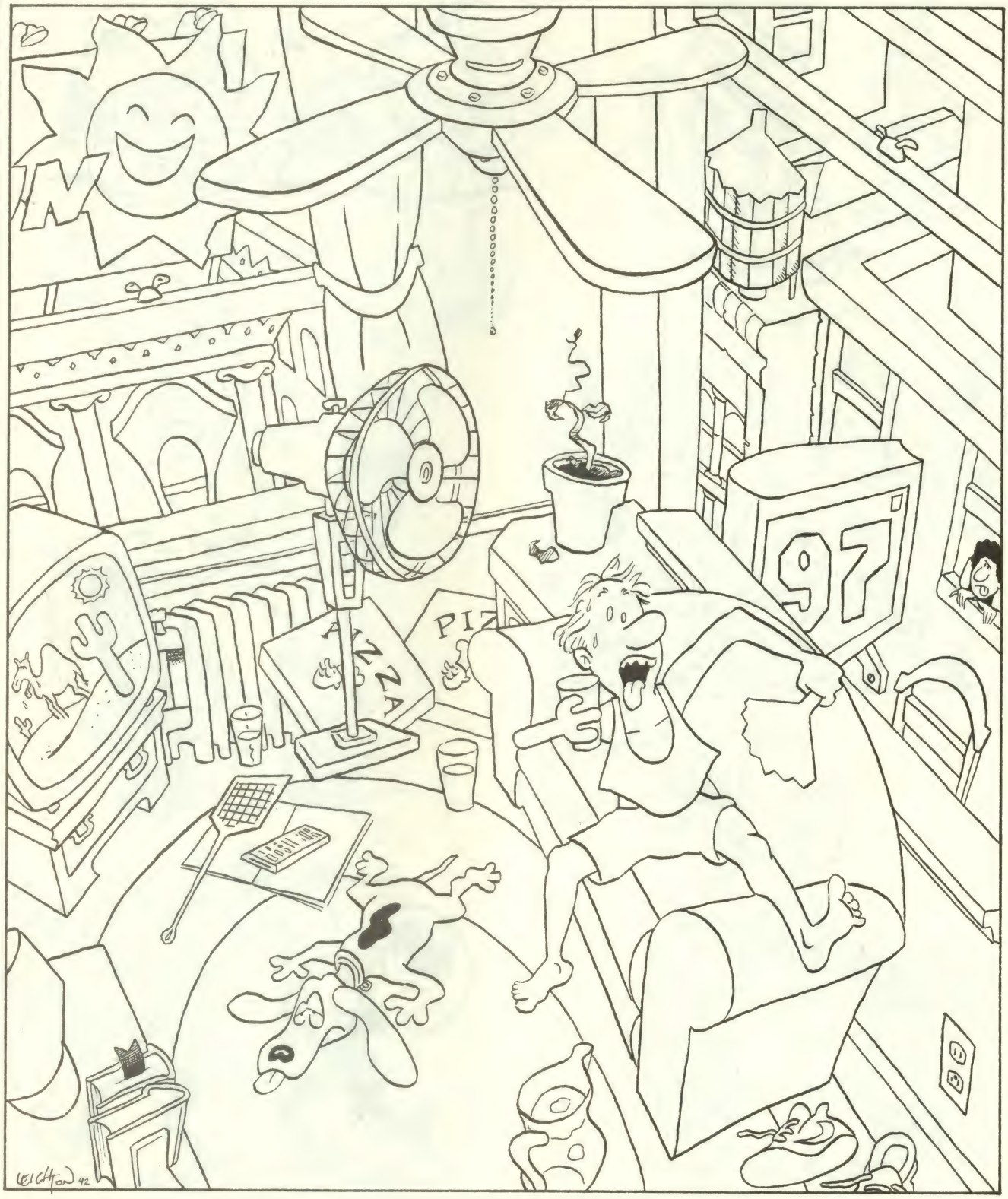
STEVE MELLOR

SEEING DOUBLE ★★

BY ROBERT LEIGHTON

Talk about *hot*: This guy's so overheated he can't even get up to turn on the fans. Actually, he's at the point of seeing double, and it's not surprising. That's because this scene contains 11 pairs of shapes that appear identically in two different places. That paper fan in his hand, for instance, also appears as the top of the water tank seen through the window. We challenge you to find the other 10 pairs in this sweltering scene before *you* start seeing double.

ANSWER, PAGE 41



CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between the parts is the key to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1. ANSWERS, PAGE 42

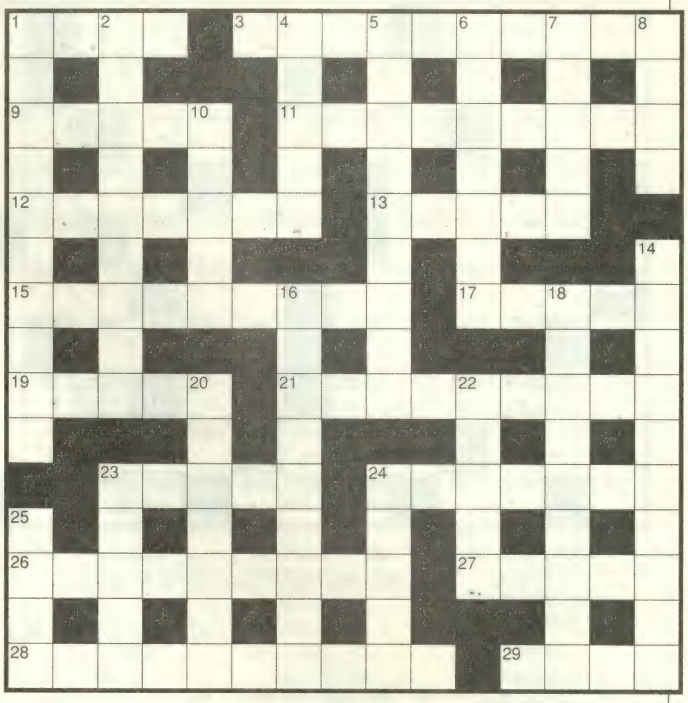
PUZZLE 1 BY FRASER SIMPSON

ACROSS

1 Friend is after round, milky stone (4)
3 Fastener pinches eccentric holding large amount (10)
9 Quotes views for the audience (5)
11 Lament about worker left with style (9)
12 Dancing gay reel with zeal (7)
13 Twin firestarter? (5)
15 Tries to take in outdated plays like *Macbeth* (9)
17 Hide away money for an auditor (5)
19 More than one tree remains after a fire (5)
21 Cain's changes in destiny make for interesting reading (9)
23 Openings of Federal Reserves of Western Nigeria make headlines? (5)
24 High-spirited sculptor at times? (7)
26 One with victory cups declines (9)
27 Low church to beg for handouts (5)
28 Supported, but with hair? (10)
29 Drug addict spoiled ruse (4)

DOWN

1 Roars wildly about box players' groups? (10)
2 A rough tap damaged sign (9)
4 Worried general on railway (5)
5 The right lawgiver insulated bottles (9)
6 Castile's new stretcher? (7)
7 Throw black, sticky stuff (5)
8 North American club's refusals (4)
10 Peers improvised wild frolic (5)
14 Once again burn singer/actress/investigator (10)
16 Beginnings in daydreams (9)
18 Winners chew charged items (9)
20 Person buying some grasshoppers (7)
22 Amin and Mo rejected colorful expression (5)
23 Evergreens on top of table, initially (5)
24 Part of America's teen class (5)
25 Boast about clothing (4)



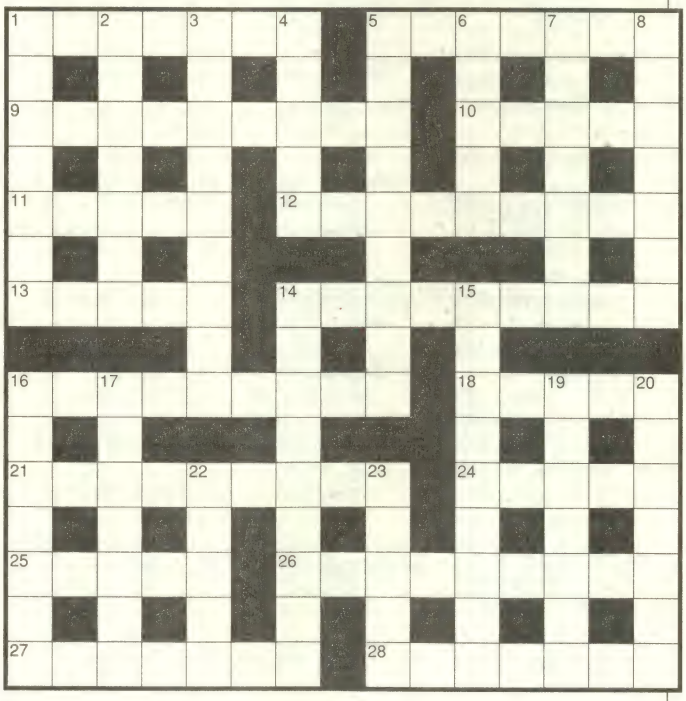
PUZZLE 2 BY ROSALIE MOSCOVITCH

ACROSS

1 Rhode Island company loads proper fruit (7)
5 Gorilla breaks separate wall (7)
9 Singer, a large boy, brought in beer (9)
10 Tie, as at bed (5)
11 Said, "Spell 'herb'" (5)
12 Moe to host: "Fruitcake is delicious" (9)
13 Roller coaster circling center of Magic Mountain (5)
14 Secret Service taking siestas with stolen photos (9)
16 Tycoon's spread including round tent (9)
18 Rope dancing before a musical performance (5)
21 People in Madrid let water go out the other direction in baths (9)
24 Pleasant taking in school's third recess (5)
25 Crookedly invite the two of us back (5)
26 Lot of cars strangely guaranteed not to run (9)
27 Dennis excited about grand finales (7)
28 Delaware editor has permit canceled (7)

DOWN

1 Judge ordered rarebit (7)
2 Transferred deposit in rush (7)
3 Lizard cracked each melon (9)
4 Care for candy, perhaps? (5)
5 Bore to speak at length about quarter of four (9)
6 Get to measure a chalice's contents (5)
7 Myopic colonel clutches instrument (7)
8 First of three playful animals wobbles (7)
14 Diamonds under pillowcase for lucky charms (9)
15 Cold nurse whipped rascal (9)
16 Stamp label inside model (7)
17 Koppel, embracing slugger Aaron, expressed gratitude (7)
19 Uncovered bent charm (7)
20 Promoted commercial featuring Midler (7)
22 I love pale person from Des Moines (5)
23 Firm, like that cap (5)



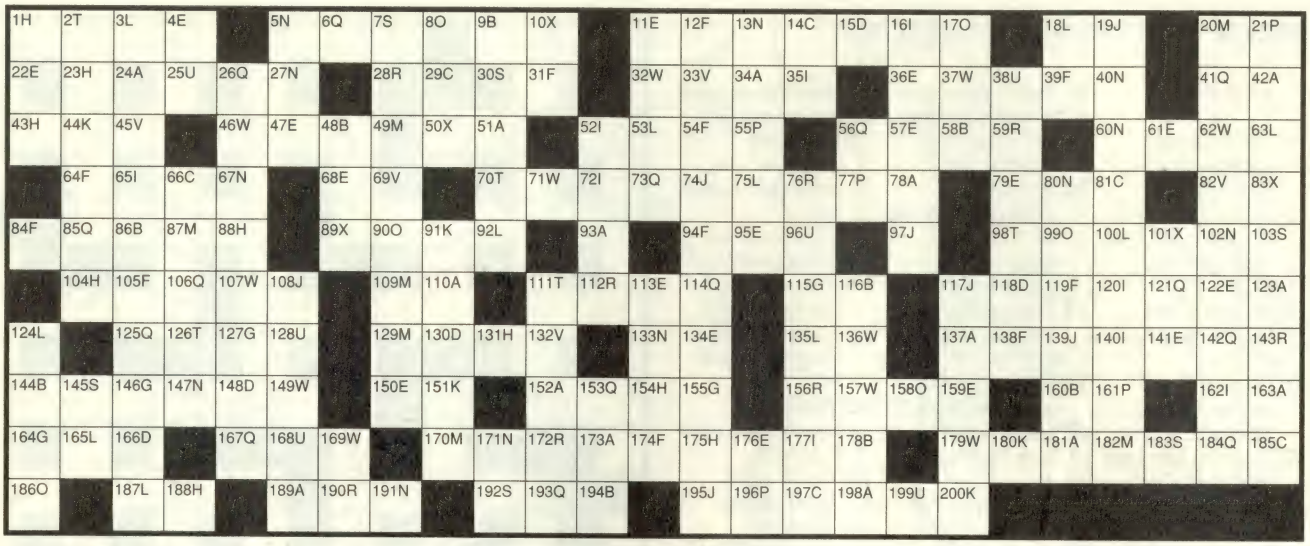
For tips on solving cryptic crosswords, send a stamped return envelope to "Cryptic Solving Guide," GAMES, 19 West 21st Street, New York, NY 10010.

DOUBLE CROSS ★★

BY MICHAEL ASHLEY

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you're done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 42



A. Iacocca's follow-up to *Iacocca* (2 wds.)
152 181 173 198 24 34 123 51 78 / 110 42 93 137 163 189

B. Rock singer who headlines "The News" (2 wds.)
48 144 58 116 9 86 194 160 178

C. Pressing
14 197 185 29 66 81

D. Jessica Rabbit's husband
118 130 15 148 166

E. First animated film nominated for Best Picture (4 wds.)
68 176 22 36 47 134 95 122 141 / 159 57 4 79 61 113 150 11

F. British Prime Minister, 1970-74 (2 wds.)
31 64 94 119 138 174 12 39 54 / 84 105

G. Subject of a poet's scheme
127 146 155 115 164

H. Lookout's perch (hyph.)
104 175 188 23 88 131 154 1 43

I. Gene Kelly/Frank Sinatra musical featuring "New York, New York" (3 wds.)
65 140 162 16 35 52 72 120 177

J. Nickname of songstress Billie Holiday (2 wds.)
74 97 108 195 117 139 19

K. Star of Fritz Lang's *M*
91 151 180 200 44

L. Star running back with the Dallas Cowboys (2 wds.)
63 135 3 75 92 100 124 18 165 / 187 53

M. Overflowing with people
170 87 109 182 20 49 129

N. Event whose winner gets the Vince Lombardi Trophy (3 wds.)
147 171 67 27 80 5 191 40 133 / 13 60 102

O. Upper part of the arch
99 158 186 17 90 8

P. Colonel who's the subject of Ben Bradlee's *Guts and Glory*
161 196 21 55 77

Q. Only Pulitzer-winning novel to become a Best Picture Oscar-winner (4 wds.)
26 167 184 193 41 106 56 85 114 / 153 6 125 121 73 142

R. Interstates, e.g.
112 172 76 190 28 143 59 156

S. Overlook
183 145 192 7 30 103

T. Salesman's home on the road
70 2 111 126 98

U. The Riksdag is its parliament
96 168 199 38 128 25

V. University that holds Joel Chandler Harris's manuscripts
132 82 33 45 69

W. City and former county of Northern Ireland
107 71 169 179 46 37 32 157 62 / 149 136

X. Personal strong point
89 83 50 101 10

CROSS MATH ★☆

BY CHARLES WEAVER

To solve a Cross Math puzzle, place all of the digits 1 through 9 into the empty squares of the grid so that the three rows across and three columns down form correct arithmetic sequences. All calculations (which involve only positive whole numbers) should be performed in order from left to right and top to bottom.

ANSWERS, PAGE 43

PUZZLE 1

1 2 3 4 5 6 7 8 9

	+		÷		=4
+	■	+	■	×	■
	+		−		=4
−	■	÷	■	÷	■
	+		−		=1
=6	■	=3	■	=3	■

PUZZLE 2

1 2 3 4 5 6 7 8 9

	+		−		=2
÷	■	+	■	÷	■
	×		+		=9
+	■	−	■	+	■
	+		−		=7
=7	■	=4	■	=9	■

FOLD THIS PAGE

THE WORLD'S MOST ORNERY CROSSWORD

BY MIKE SHENK

Variety Pack

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 39. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 38).

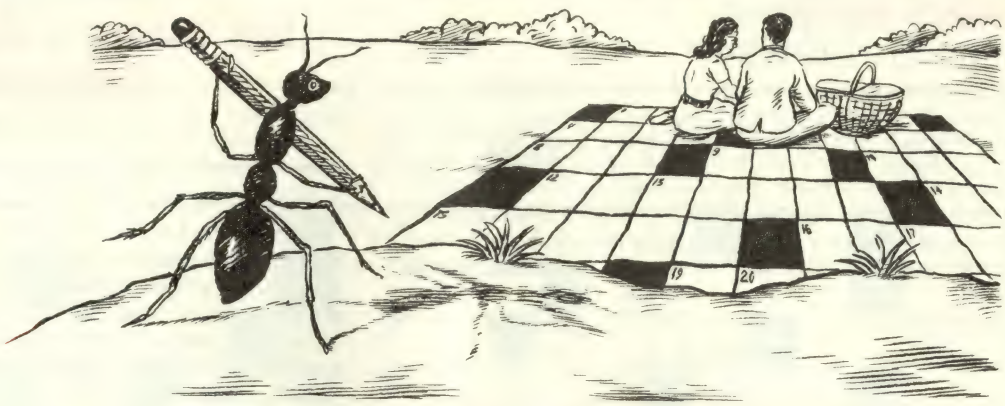
HARD CLUES ★★★

ACROSS

1 I Don't Give a Darn, in a comedy routine
10 "Man partly is, and wholly ___ be": Browning
17 Gas thief's aid
23 She played Glinda in *The Wiz*
24 Ste. Thérèse's birthplace
25 Designer's edge
26 Ahead
27 "The Far Side" cartoonist et al.
28 *A Current Affair* reports
29 Gen. Bragg's org.
30 Slavery
32 Short-winded
33 Start of an encyclopedia's Volume 1 title
34 Stewbum
35 1988 Olympics host
37 Mah-jongg piece
38 Rundown place
39 Stirs
41 Organic compound ending
42 Selma Lagerlöf hero
43 Warning sign
44 Planetary track
46 All there
47 Superman's Krypto
48 Made bad news less traumatic
51 Apt. coolers
52 Astronaut's quaff
53 Forte of Belli and Bailey
54 ___ Palmas (largest city in the Canary Islands)
55 "Stop already!"
57 Suffers a crush
58 Supergiant of the summer sky
62 Pauline's lot
64 Con man, at times
66 Institute
67 Lively, to Leinsdorf
69 Arthur et al.
70 Queen Victoria wasn't
74 Escort offerer
75 Ring need
76 Complete 180
78 Get mad
79 London's ___ of Court
80 Fabrics derived from wood pulp
81 Flophouse bed, in Britain
82 Fiedler's command, 1930-79
83 Road curve
84 AAA map abbr.
85 *Speed-the-Plow* playwright
86 Doll's cry
88 Dugout, e.g.
89 Louvre entrance designer
90 Central
91 Ned Beatty's *Superman* role
92 Sub's kin
93 It's just under a cup
95 Present accessories
96 Nureyev and Baryshnikov
98 Cheesy treat
99 Mensa offering
100 Military group
101 La Motta's portrayer
102 Eccentric fellow
103 "Cheers 'n' Jeers" publisher
105 Ouzo flavoring
106 Collector's interest
108 Spode and Staffordshire
109 Corrupt
111 Finishing strokes
114 Eight-time Peter Lorre role
116 Member of Lenny Wilkens's team
117 Unsweetened
118 Tickbirds
119 Hairdo holder
120 *Arrangement in Gray and Black No. 1*
127 Speedway area
128 *The Harlequin's Carnival* artist
129 Opposite of *presto*
130 *Dune* duke
131 Writer Jaffe
132 Marilu on *Evening Shade*
133 Bank
135 Boom or mast
136 Bride's wear
137 Probably gonna
139 Hoss's pa
140 Out of sorts
141 Become unruly
143 Foist
145 Unprocessed
146 Put up
148 TV spokestuna
150 Unfashionable
152 Groups
153 American League MVP of 1988

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

DON'T PEEK UNTIL YOU READ PAGE 37!



EASY CLUES ★

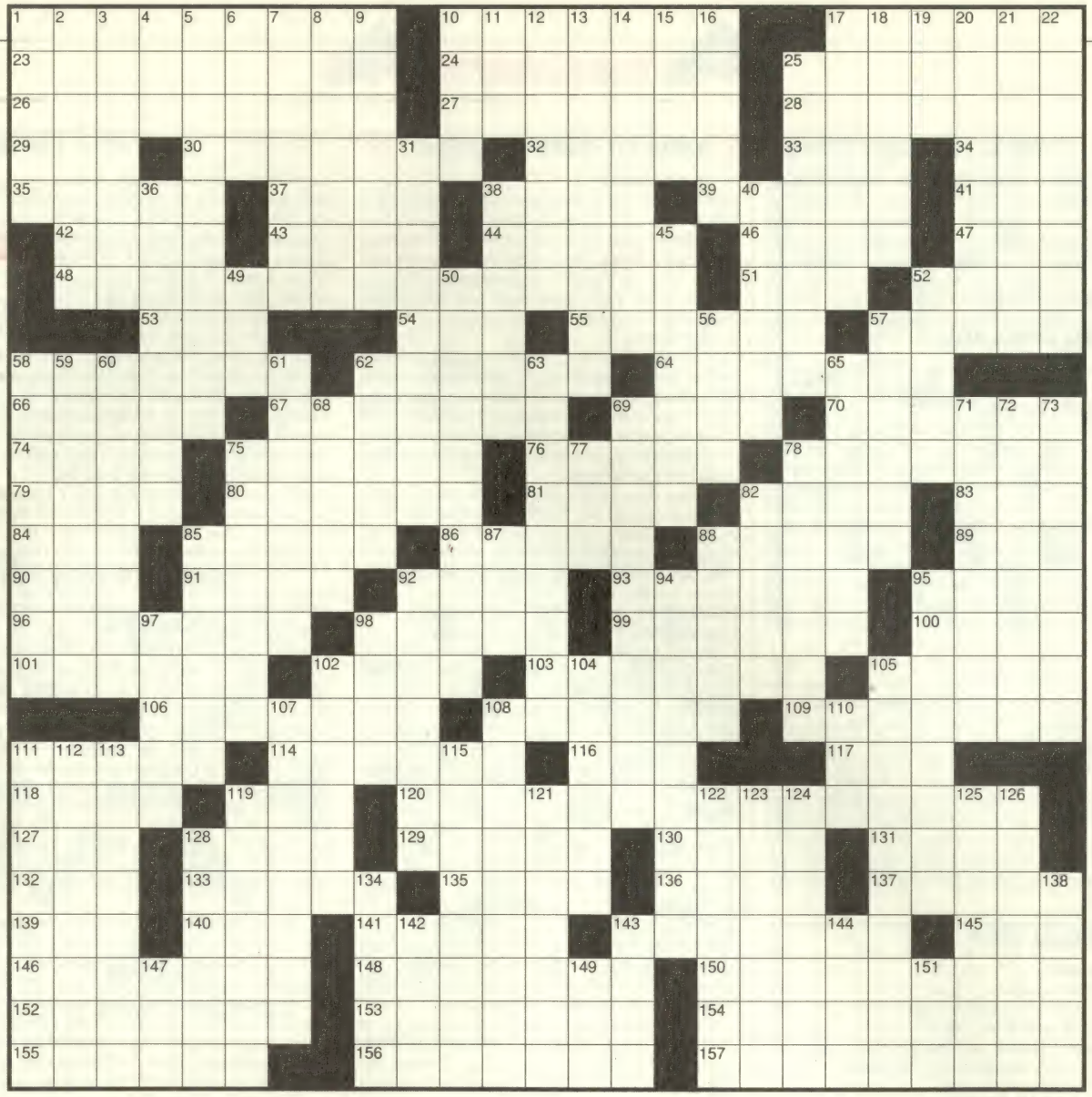
ACROSS

1 Infielder between second and third base
10 Has aspirations toward: 2 wds.
17 Draining tube
23 "Stormy Weather" songstress: 2 wds.
24 French lace-making city (NON-LACE anag.)
25 Skirt's edge
26 Out front: 3 wds.
27 "The Far Side" cartoonist Gary and family
28 Uncovers
29 Jefferson Davis's side: Abbr.
30 *Of Human* ___ (Maugham novel)
32 Concise
33 From ___ Z: 2 wds.
34 Drunkard
35 Where *M*A*S*H* took place
37 Bathroom floor piece
38 Garbage truck destination
39 Noisy commotions
41 Direction opposite WSW
42 Rocker Lofgren
43 Sign of things to come
44 Travel around a planet
46 Not crazy
47 Poodle or Peke
48 Made a shock less severe: 3 wds.
51 Cooling appliances: Abbr.
52 Distinctive flavor
53 TV's *L.A.* ___
54 ___ Vegas
55 Sufficient amount
57 ___ on (is overly fond of)
58 Star in the summer sky (RAN EAST anag.)
62 Dangers
64 Swindler
66 Discovered
67 Lively, in music (IOTA MAN anag.)
69 Actresses Benaderet and Arthur
70 Entertained
74 Model T maker
75 Alternative to mittens
76 Driver's reversal of direction
78 Brush part
79 Taverns
80 Synthetic fabrics
81 British flophouse (SODS anag.)
82 Bursts, as a balloon
83 Lisper's problem letter
84 Highway: Abbr.
85 Playwright David
86 Daddy's wife
88 Indian's boat
89 Architect I.M.
90 Center: Prefix
91 Singer Redding
92 Protagonist
93 Flying ___ (UFO)
95 Ribbons
96 They leave countries for political reasons
98 Melted cheese or chocolate dish
99 Intelligence exam: 2 wds.
100 Mile or meter
101 Actor Robert of *Cape Fear*
102 Strange old geezer
103 Magazine for viewers: 2 wds.
105 Licorice-flavored herb
106 Painting or sculpture: 2 wds.
108 Tea services
109 Polluted
111 Finishes a golf hole
114 Japanese detective of books and films: 2 wds.
116 Cleveland basketballer, for short
117 Arid
118 Black cuckoos
119 Toothpaste type
120 Famous painting of a woman in a chair: 2 wds.
127 Cherry seed
128 Painter Joan
129 Slowly, in music
130 Mother of Artemis and Apollo (TOLE anag.)
131 Columnist Barrett
132 Actress Gardner
133 Accumulate
135 Practice boxing
136 Bride's face covering
137 ___ be (likely): 2 wds.
139 Kingsley or Vereen
140 Sick
141 Misbehave: 2 wds.
143 Dispose of by fraud: 2 wds.
145 Uncooked
146 Built
148 Movie great Chaplin
150 Old-fashioned
152 Puts into categories
153 Baseball slugger Jose
154 Miami resident
155 Views again
156 Have lunch delivered: 2 wds.
157 Nickel's value: 2 wds.

DOWN

1 Oil spill
2 Muppets creator Jim and family
3 Toronto's province
4 Cheering word
5 John Jakes historical novel: 2 wds.
6 Song for one
7 New Jersey's capital
8 Stop ___ (come to a quick halt): 3 wds.
9 Propelled a bike
10 Patriot Nathan
11 Ending for "plug" or "pay"
12 Bother
13 Small musical groups
14 Arachnid with a stinging tail
15 Great weights
16 Beginning
17 Church maintainers
18 Place, as a fine
19 Arafat's group: Abbr.
20 Made derisive sounds to, as a villain: 2 wds.
21 Two-person basketball game
22 Moneys saved for future use: 2 wds.
25 Aspirin's target
31 ___ *Prefer Blondes*
36 Regions inhabited by sprites
38 "Nice and easy ___": 2 wds.
40 Mock orange trees
45 Half-price tickets
49 Ram's mate
50 Badgering
52 Donut shape, in geometry (ROUTS anag.)
56 ___ Bator, Mongolia
57 Death
58 Declared as true
59 Midday
60 Went to bed: 2 wds.
61 Deli meats
62 Rotate about a point
63 Obnoxious braggart
65 Homeowner's place to park
68 Poet Alfred
69 Phone's in-use sound: 2 wds.
71 "Speed up": 3 wds.
72 Differently
73 Ceased
75 Annoy: 2 wds.
77 Newsman Brokaw
78 Plant used in folk cures (NO BEETS anag.)
82 Walked about nervously
85 Finicky feline
87 Fort ___, California
88 "The first ___ the deepest": 2 wds.
92 Nocturnal bird: 2 wds.
94 Aftershave brand: 2 wds.
95 Short skating leap: 2 wds.
97 Presents
98 Shape
102 Poet William ___ Williams
104 Actor Mature
105 ___ controller (control tower worker)
107 Green gems
108 Place to keep change: 2 wds.
110 *Much* ___ *About Nothing*
111 Goldilocks tried his porridge: 2 wds.
112 Astronomy subject
113 Female giant of myth
115 Stephen King book reissued with extra material: 2 wds.
119 Lime-gin drinks
121 Page-fastening gadget
122 Tell quickly: 2 wds.
123 They lead to responses
124 ___ cocktail (explosive)
125 Get on the express
126 Machine gun sound
128 ___ d' (restaurant employee)
134 Vanzetti's partner
138 Country singer Buck
142 Burn on the outside
143 Lowly worker
144 Aft's opposite
147 Track star Sebastian
149 Here: Fr.
151 Ike's monogram

R.J. KAUFMAN



ANSWER, PAGE 42

HARD CLUES (CONTINUED)

154 Disney World employee, e.g.
155 Sits through a second showing of
156 Get a pizza, perhaps
157 Inscription beneath Monticello

DOWN

1 Glossy mag
2 *Jim ___ Muppet Babies*
3 Second-largest province
4 Sidelines cry
5 First book in the Kent Family Chronicles
6 Without help
7 U.S. capital in 1790
8 One way to stop
9 Rode a Schwinn
10 Golfer Irwin
11 Wave, to Juan
12 Unsettle
13 Coordinated outfits
14 Desert stinger
15 Cargo measurement
16 Inception
17 Church bell ringers
18 Be a nuisance
19 Grp. recognized by the U.N. in 1976
20 Greeted, as a villain
21 1977 Robby Benson movie
22 IRAs, e.g.
25 Inconvenience
31 They hold doors
36 Mythical realms
38 "Nobody ___ Better"
40 Inedible oranges
45 Special offers
49 Sheared she
50 Vexation
52 Inner tube, geometrically
56 Red, in Mongolian
57 End
58 1978 Triple Crown winner
59 When shadows are shortest
60 Fingered
61 Greek island, site of a 480 B.C. battle
62 Turning point
63 Blowhard
65 House adjunct
68 "The Highwayman" poet
69 Caller's bane
71 "Hurry!"
72 On the other hand
73 Stopped
75 Irritate
77 Huck's pal
78 Tea-making plant
82 Showed nervousness
85 Old pantomime dance
87 Like first, third, etc.: Abbr.
88 Skin layer
92 Haunted forest resident
94 "Thanks—I needed that" brand
95 Figure-skating leap
97 Donations
98 Application blank
102 Villain in Ludlum's Bourne books
104 Champion
105 Control tower concern
107 Most valuable gems
108 Change place
110 ___ Annie (*Oklahoma!* character)
111 Hard bed occupant
112 Cosmology study
113 Rhea or Mnemosyne
115 Stephen King epic
119 Citrus cocktails
121 Desk accessory
122 Recite rapidly
123 Incentives
124 Stalin colleague
125 Board the Metroliner
126 Tommy gun sound
128 ___ *de ballet* (dance trainer)
134 Codefendant Nicola
138 1936 Olympics track star
142 Flat cleaner
143 Field worker
144 Cry at St. Andrews
147 Tucker ___ (Donald Westlake pseudonym)
149 Not *là*
151 HST successor

PENCILWISE CONTINUES ON PAGE 44.

ANSWERS

GAS, FOOD & LODGING COVER

Row 1 (left to right): Day's Inn, Arby's, Amoco/Standard, Marriott, Gulf; *Row 2:* Arco, McDonald's, Burger King, Wendy's, Sheraton; *Row 3:* Dairy Queen, Best Western, Chevron, Comfort Inn, Sunoco; *Row 4:* Texaco, Pizza Hut, Denny's, Citgo, Howard Johnson; *Row 5:* Taco Bell, Phillips 66, Holiday Inn, KFC/Kentucky Fried Chicken, Shell

14 ON BROADWAY

We found 34 Broadway shows, as follows:
Arsenic and Old Lace (old lady wearing lace shawl and holding bottle with poison), *Broadway Bound* (Broadway street sign tied with rope), *Bus Stop, Cabaret* ("Dinner/Dancing" nightclub), *Can-Can, Carousel, Cats, Company* (Tulsa Salt Co. or Acme Book Co.), *Damn Yankees, Death of a Salesman, Dinner at Eight* (clock in gypsy's parlor combined with people in pizza shop or "Dinner" sign), *42nd Street, The Front Page, Godspell* (Z-E-U-S spelled out in graffiti on building), *Grease* (oozings on newspaper from half-eaten pizza), *Guys and Dolls* (Yankees carrying toy dolls), *Gypsy, Hair, The Iceman Cometh, The King and I* (billboard with Elvis, nicknamed "The King," holding the letter "I"), *The Music Man, Nine* (number on the bus sign), *Noises Off* ("No Honking/No Yelling" sign), *The Odd Couple* (Yankees with numbers "3" and "5" on their uniforms), *Oklahoma!* (Tulsa Salt Co.), *The Philadelphia Story* (any article in the newspaper), *1776* (street address), *Sleuth, The Sound of Music* (notes coming from musician's ukulele), *Streamers, Sugar Babies* (babies licking lollipops), *Sweet Charity* (baby depositing lollipop into musician's hat with "Help the Poor" sign), *That Championship Season* ("1st Prize Salt" sign with blue ribbon), *West Side Story* (book in salesman's suitcase on W. 42nd St.)

16 ROAD TRIP

Travel Test

1. New York City
2. c (New Jersey and Oregon)
3. Texas, with 3,162 miles
4. Alaska (Hawaii, surprisingly, has several highways designated as "interstate")
5. c (Walt Disney World)
6. c (50)
7. a (Idaho, Montana, Wyoming)
8. d (New York)
9. The Great Wall of China, with approximately 4,000 miles; I-90 has "only" 3,082 miles
10. c (1,500 times)
11. b (St. Louis Arch)
12. d (Chicago to Los Angeles)
13. b (10 feet long with 30-foot spacing)
14. d (U.S. Route 50 in central Nevada)
15. i. Motel 6 ii. McDonald's iii. Texaco iv. Rand McNally v. Midas vi. Chevrolet

Put Up a Good Front

1. Thunderbird (1966) 2. Jaguar (1974) 3. Edsel (1959) 4. Monte Carlo 5. MG 6. Pontiac Fiero 7. Mercury (1957) 8. Corvette 9. Ford Pinto 10. Cadillac 11. Honda Accord 12. Saab 13. Volvo 14. Lincoln Continental 15. BMW

A Slice of America

The strips in order are: E, G, A, H, C, D, F, B

Car Tunes

1–h ("Route 66")
2–c ("Born to Be Wild")
3–g ("Pink Cadillac")
4–a ("America")
5–e ("Little Deuce Coupe")
6–f ("No Particular Place to Go")
7–d ("Convoy")
8–b ("Beep Beep")

64 HEADS UP! HINTS

1. Only 15 coins are needed to complete the magic square.
2. The switch can be made in 24 turns.

8 BOWLED OVER

1. Lovers' Lane

From clues 2 and 3, the boys were Bo and Mo; the girls were Lo and Jo. Since Mo won just one game (clue 3) and Bo won the first game (clue 2), Mo won the second game; his second-game partner was not Lo, who lost the second game (clue 1), but Jo. Therefore, Mo's first-game teammate and sweetheart was Lo, and Bo's was Jo.

2. Roll Call

Neither Ursula nor Viceroy is Framingham (clue 1); neither Yashmak nor Zoroaster is Framingham (clue 3). Framingham finished behind Viceroy and Ursula (clue 1) and behind Yashmak and Zoroaster (clue 3), while Waldemar finished at least third (clue 2); so Waldemar is not Framingham. By elimination, Xaviera is Framingham.

Neither Ursula nor Viceroy finished last (clue 1); neither Zoroaster nor Yashmak finished last (clue 3); and Waldemar did not finish last (clue 2). So Xaviera Framingham finished last. Yashmak, therefore, was fifth and Zoroaster fourth (clue 3). Since Ursula finished behind two players (clue 1), she finished third. And by elimination, Waxwood, who finished either first or second, is Waldemar.

Three players separated Waxwood from Gutterman (clue 4). If Waxwood had been second, Gutterman would have been sixth; but Framingham was sixth. So Waldemar Waxwood finished first and Yashmak Gutterman finished fifth. Of the remaining three bowlers, one came between Pinsetter and Splitz; this by elimination is Stryker (Ursula). Since Zoroaster is not Splitz (clue 4), Viceroy is. And Zoroaster, by elimination, is Pinsetter. In sum:

The bowlers from first place to sixth were Waldemar Waxwood, Viceroy Splitz, Ursula Stryker, Zoroaster Pinsetter, Yashmak Gutterman, and Xaviera Framingham.

3. Candlepins

From clue 3, Ali's score was twice Bab's after one frame. If this score had been 2-1, Bab would have scored the same number as the number of the frame (clue 1); if the score had been 4-2 or 8-4, Bab would not have hit an odd number of pins in an odd-numbered frame (clue 2); so the score was 6-3 or 10-5. From clue 3, Bab's score was twice Ali's after three frames. If Ali had scored 10 in the first, his lowest possible third-frame score would have been 13 (10 + 1 + 2), while Bab's highest would have been 24 (5 + 10 + 9). So the first-frame score was not 10-5; it was 6-3. With a first-frame score of 6-3, Ali's lowest possible third-frame score is 9 (6 + 1 + 2) and his next lowest 11 (6 + 1 + 4 or 6 + 3 + 2), while Bab's highest is 22 (3 + 10 + 9). So after three frames, Bab led by 18-9 or 22-11.

From clue 4, Bab scored as many in the ninth as Ali scored in the third, fourth, and fifth combined. Since Ali scored even totals in odd-numbered frames, his three-frame total was made from two even digits and one odd. If Ali had scored a total of 9 by the third frame, he would have bowled 1 in the second and 2 in the third, so the lowest possible total he could have achieved in the third plus fourth plus fifth frames would have been 9 (2 + 3 + 4). But Bab did not get 9 in the ninth (clue 1). Therefore, Ali did not score a total of 9 by the third frame; he scored 11, while Bab scored 22 (3 + 10 + 9). Ali could not have totaled his third-frame 11 by getting 6 + 1 + 4, or his lowest possible third-fourth-fifth total would have been 9 (4 + 3 + 2). So Ali bowled 6 + 3 + 2 in the first three frames; then his lowest possible third-fourth-fifth total was 7 (2 + 1 + 4). This 7 must therefore have been Bab's ninth-frame total.

Bab's two remaining odd-digit scores (1 and 5) fell in the two remaining odd-numbered frames (fifth and seventh). She did not get 5 in the fifth (clue 1); so she got 1 in the fifth and 5 in the seventh, getting 2, 4, 6, or 8 in each remaining even-numbered frame. Her lowest possible seventh-frame total was 34 (3 + 10 + 9 + 2 + 1 + 4 + 5). Ali had a fifth-frame total of 16, and his highest possible seventh-frame total was 35 (6 + 3 + 2 + 1 + 4 + 9 + 10). Since Ali had a one-pin lead after seven (clue 5), these were indeed their scores after seven. Ali led 35-34. (From clue 1, Bab had to have scored her 4 in the sixth, not the fourth.)

Bab's remaining even-numbered scores of 6 and 8 came in the eighth and tenth frames. She did not score 8 in the eighth (clue 1). She scored 6 in the eighth (for a total of 40), 7 in the ninth (for 47), and 8 in the tenth. Since Ali led by one pin after nine frames (clue 5), and scored by elimination 8 pins in his odd-numbered ninth frame, he must have scored 5 pins in the eighth, for a ninth-frame total of 48. By elimination, he scored 7 in the tenth. In sum:

	1	2	3	4	5	6	7	8	9	10	Total
Ali	6/6	3/9	2/11	1/12	4/16	9/25	10/35	5/40	8/48	7/55	55
Bab	3/3	10/13	9/22	2/24	1/25	4/29	5/34	6/40	7/47	8/55	55

21 UNITED NATIONS

1. Chile, Japan, Kenya
2. Haiti, Libya, Spain
3. Congo, Syria, Yemen
4. Italy, Qatar, Zaire
5. Egypt, Malta, Sudan
6. Ghana, India, Nepal

23 STAG PARTY

D	E	P	O	T	S	■	S	A	L	A	D	B	A	R
E	X	O	T	I	C	■	T	E	A	H	O	U	S	E
F	I	L	T	E	R	■	E	N	H	A	N	C	E	S
E	L	K	E	S	O	M	M	E	R	■	■	K	A	T
R	E	A	R	■	D	E	M	I	■	T	K	O	■	■
■	■	■	■	■	L	E	D	■	H	O	W	S	O	■
P	A	J	A	M	A	E	D	■	H	E	R	E	I	N
I	R	O	N	O	R	E	■	D	E	F	E	N	S	E
E	T	H	N	I	C	■	F	A	N	T	A	S	I	A
S	E	N	O	R	■	S	A	M	■	■	■	■	■	■
■	■	D	Y	E	■	M	N	O	P	■	S	A	W	S
A	P	E	■	■	B	O	B	N	E	W	H	A	R	T
B	E	E	F	C	A	K	E	■	D	E	A	R	I	E
C	A	R	O	U	S	E	L	■	R	E	M	O	T	E
S	T	E	E	P	E	S	T	■	O	P	E	N	E	R

23 WHAT'S MY LINE?

1. *Nightline*
2. Hot line
3. Beeline
4. Pipeline
5. Picket line
6. Punch line
7. Finish line
8. Headline
9. Skyline
10. Alkaline
11. Waistline
12. Streamline
13. Bottom line
14. "Sweet Adeline"

22 PICT-O-SEARCH WORD LIST

Ballpoint pen
Baseball diamond
Bootleg tape
Box seat tickets
Butterball Turkey
Butterfly net
Buttermilk pancake
Catbird seat
Catfish Hunter
Cherry cheesecake
Chicken potpie
Cowboy boot
Cracker Jack box
Diamondback rattlesnake
Foghorn Leghorn
Football quarterback
Glass-bottom boat
Handlebar mustache
Hatcheck girl
Headphone jack
Indian head penny
Keynote speaker
Notebook paper
Paperback book
Peanut butter cups
Penmanship
Pillbox hat
Plate-glass window
Potbelly stove
Roll-top desk
Rollerskate key
Soapbox Derby
Stovepipe hat
Teapot Dome
Texas panhandle
Toilet paper roll
Vanity license plate
Wolfman Jack

ANSWERS

24 SPELL-WEAVING



29 TRAIN OF THOUGHT

F	A	C	T	O	R			M	A	N	O	R	A	
E	R	R	A	T	I	C		R	A	M	O	N	E	S
A	M	E	R	I	C	A	N	E	X	P	R	E	S	S
R	A	M		S	E	M	I	T	E	S		T	I	A
O	D	E	R		S	E	X	E	S		B	O	D	Y
F	A	D	E	D		T	O	N		S	A	G	E	S
	S	E	M	I	C	O	N	D	U	C	T	O	R	
			O	D	E			P	O	T				
	C	I	V	I	L	E	N	G	I	N	E	E	R	
T	O	S	E	T		M	A	R		E	N	D	E	D
H	O	O	D		M	E	D	E	S		S	I	T	E
E	L	L		B	A	R	E	T	T	A		S	R	A
R	E	A	D	I	N	G	R	A	I	L	R	O	A	D
E	S	T	E	L	L	E		S	C	I	E	N	C	E
S	T	E	E	L	Y			K	I	S	S	E	R	

30 CROSSHATCH

A	B	S	T	R	A	C	T			C	E	R	A	M	I	C	S
L		T				A		C		A		E		O			
T		I	M	P	A	S	T	O		N		L		D			
A		L		H		T		L		V		I		E	T	C	H
R		L		O		C	O	L	L	A	G	E		L		L	
P	A	L	E	T	T	E		R		S		F				A	
I		I		O		M		G		P				P		S	
E		F	I	G	U	R	I	N	E			I		R		S	
C		E		R		N		N		E	X	H	I	B	I	T	
E		H	A	N	D	I	C	R	A	F	T			M		C	
	F			P		A		E		A				I		A	
B	R	U	S	H		T			P			S	T	Y	L	E	
	A	T		S	C	U	L	P	T	O	R			I			
	M		A	T		R	A		S				V		P	
A	E	S	T	H	E	T	E		I		T	E	M	P	E	R	A
R		U		N			N		E		R			T			
T	O	N	E		C	U	R	A	T	O	R		O	I	L		R
			I				E				N			O			
P	A	S	T	E	L		P	O	R	T	R	A	I	T		I	N	K

31 BY THE BOOK

C	L	E	M		D	R	E	A	D		S	H	O	T	U	P		M	E	R
H	I	R	E		R	E	A	C	T		P	A	N	A	M	A		E	L	I
E	Z	R	A	J	U	D	G	E	S	N	A	H	U	M	P	S	A	L	M	S
			N	U	R	S	E			E	R	A	S	E			L	E	E	K
P	A	L	T	R	Y		R	I	T	E				W	A	T	E	R	Y	
E	V	I	T	A				N	O	D	E	S		W	I	S	E			
T	I	M	O	T	H	Y	A	C	T	S	R	O	M	A	N	S	R	U	T	H
A	L	B			O	O	N	A	S		O	R	E	G	O	N		P	O	E
L	A	S	T		R	U	N	N	Y		T	R	E	E			G	A	Y	E
			H	E	A	T				P	I	E	S		P	E	R	N	O	D
P	E	T	E	R	C	H	R	O	N	I	C	L	E	S	E	X	O	D	U	S
E	L	O	I	S	E		I	C	O	N			P	E	T	S				
T	E	A	R			A	N	T	I		A	P	R	I	L		S	M	U	T
I	N	S		A	M	I	G	A	S		L	A	I	N	E			O	S	E
T	I	T	U	S	P	R	O	V	E	R	B	S	M	A	R	K	J	O	H	N
			R	I	G	S		E	S	A	U	S			L	U	R	E	D	
R	E	M	I	S	S					T	M	E	N		R	I	S	E	R	S
A	L	E	E			M	O	N	T	E			A	N	E	N	T			
J	O	E	L	N	U	M	B	E	R	S	J	A	M	E	S	K	I	N	G	S
A	P	T		O	R	I	O	L	E		O	V	E	R	T		C	O	A	T
H	E	S		P	I	X	E	L	S		B	A	R	D	S		E	M	M	Y

25 PENCIL POINTERS

						F						D								
C	E	N	T	R	A	L	I	N	T	E	L	L	I	G	E	N	C	E		
	L	I	E	U		O	R	E	I	D	A		J	U	R	O	R	S		
A	X	E	S		R	A	W	E	S	T		O	N	E	M	A	N			
B			T		I	N	C			H	O	N	G		A	C	E			
G	O	B	B	L	E	S		A	M	I	E	S		H	A	N	K			
	R	E	L	E	N	T		S	I	C		L	O	O	M			C		
	A	G	O		D			T	R	E	M	O	R		I	T	S	A		
	T	O	W	N		A	F	L	A	M	E		A	L	D	R	I	N		
	E	T	N	A		E	L	E	G	A	N	T	L	Y		I	N	N		
			T	R	I	O		E	N	D	O		C	I	S	C	O			
A	D	L	A	I		O					N	N	E		T	E	N			
	R	E	V	O	L	U	T	I	O	N		G	O	U	D	A				
	A	M	A	N	A		I	N	G	E		S	E	M	I	N	A	R		
	P	O	I		S	A	M	U	E	L			L		S	A	L	E		
	E	N	L	I	S	T		R	E	S	T	S		E	R	N	I	E		
			M	I	T	R	E		O	R	E		C	O	D	E	D			
P	R	O	S	P	E	R	E	D		N	A	I	R	O	B	I				
	A	R	T		S	A	N			I	N	A		E	S	P	Y			
	S	I	R			C	O	R	N		P	E	I			O	L	E		
	C	O	O	L	I	T		A	I	R	S		D	A	H	L	I	A		
	A	L	D	E	R	S		C	L	U	E		E	R	O	D	E	S		
	L	E	E	D	S		T	E	E	N	S		D	I	G	E	S	T		

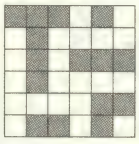
26 PUZZLE BOOK SAMPLER

RIDDLEGRAMS

1. Benedict Arnold
2. Tom Cruise
3. Stephen Sondheim
4. Igor Stravinsky
5. Alexander Fleming
6. Richard Wagner

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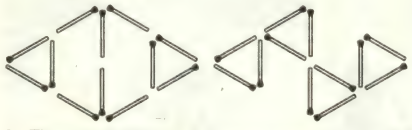
THE HOLLOW CUBE



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PUZZLICLES

1. Two possible solutions are shown:



2. The next number is 3. The series represents the number of letters in the Roman numerals from 1 to 12 (I = 1, II = 2, III = 3, IV = 2, etc.).
3. There will be two pairs of facing arrows.

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A VIEW TO A KILL

RABBIT, KNAVE, HOIST, and HAMMER led to the first name of the Missing Person; MAROON, JEWEL, and SLIPPER led to the last. He wasn't the kind of person you'd want your children to watch on television, but there he was in DALLAS in the early SIXTIES, making a TELEVISION HIT no viewer would ever forget. And although the WARREN Commission drew dubious conclusions about Oswald, no one who had A VIEW TO A KILL could doubt the guilt of **JACK RUBY**.

Clue Answers: 1. Maroon (Romano) 2. Rabbit (rabbi + T) 3. Dallas (salad + l) 4. Jewel (Jew + el) 5. Knave (nave) 6. Sixties (is it sex) 7. Slipper (two meanings) 8. Hoist (l + host) 9. Warren (two meanings) 10. Hammer (pun).



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CLASSIC CONCENTRATION

For all practical purposes (Four + awl + P + rack + tickle + porpoises)

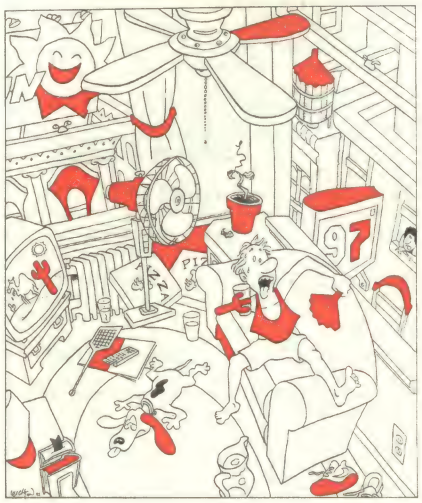
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28 DSZQUPHSBNT!

1. CRYPTOON. "You lost some credibility shouting 'I've never seen that man before in my life' when they pulled out your mug shot."
2. TWO WRONGS? A doctor can bury his mistakes, but an architect can only advise his client to plant vines.—Frank Lloyd Wright
3. UNIVERSAL COMPLAINT. Heard on distant planet: "We can land a ship on Earth; you'd think we could make a halfway decent death ray."
4. AGED HOPS. While it's five centuries since Columbus's voyage, this also marks four hundred years since the Heineken brewery began.
5. A SHARP FEATURE. Mischievous composer devises piano score needing single key struck by player's nose while both hands are busy.
6. MISTAKEN IDENTITY. Concerned citizens chase civilian-clothed cop, confounding carefully crafted crook-catching caper.
7. DO THE TWIST. Glum robot sours on job's monotony, unbolts two of own lug nuts, turns joyfully, thoroughly unruly.

34 SEEING DOUBLE

The duplicated shapes are indicated below:



ANSWERS

35 CRYPTIC CROSSWORD 1

ACROSS

1 Opal (pal + O)
3 Clothespin (pinches + lot)
9 Cites (sights)
11 Elegantly (elegy + ant + L)
12 Eagerly (gay reel)
13 Match (two meanings)
15 Tragedies (tries + aged)
17 Cache (cash)
19 Ashes (two meanings)
21 Fascinate (Cain's + fate)
23 Frown (first letters)
24 Chipper (two meanings)
26 Atrophies (a + trophies)
27 Mooch (moo + ch.)
28 Buttressed (but + tressed)
29 User (ruse)

DOWN

1 Orchestras (roars + chest)
2 Autograph (a rough tap)
4 Leery (Lee + ry.)
5 Thermoses (the + R + Moses)
6 Elastic (Castile)
7 Pitch (two meanings)
8 Nays (N.A. + Y's)
10 Spree (peers)
14 Researcher (re-sear + Cher)
16 Infancies (in + fancies)
18 Champions (champ + ions)
20 Shopper (grasSHOPPERs)
22 Idiom (Idi + Mo)
23 First (firs + t)
24 Caste (ameriCA'S TEen)
25 Garb (brag)

35 CRYPTIC CROSSWORD 2

ACROSS

1 Apricot (RI + co. + apt)
5 Parapet (ape + part)
9 Balladeer (a + L + lad + beer)
10 Ascot (as + cot)
11 Thyme (time)
12 Toothsome (Moe to host)
13 Ridge (ride + g)
14 Snapshots (S.S. + naps + hot)
16 Potentate (paté + O + tent)
18 Opera (rope + a)
21 Spaniards (drain + spas)
24 Niche (nice + h)
25 Askew (ask + we)
26 Colorfast (lot of cars)
27 Endings (Dennis + G)
28 Deleted (DE + ed. + let)

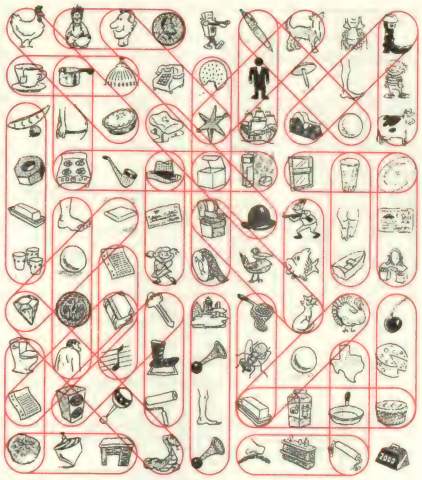
DOWN

1 Arbiter (rarebit)
2 Relayed (lay + reed)
3 Chameleon (each melon)
4 Treat (two meanings)
5 Perforate (perorate + f)
6 Reach (measuRE A CHalice)
7 Piccolo (myoPIC COLOnel)
8 Totters (t + otters)
14 Shamrocks (rocks + sham)
15 Scoundrel (cold nurse)
16 Postage (tag + pose)
17 Thanked (Ted + Hank)
19 Enchant (penchant – p)
20 Abetted (ad + Bette)
22 Iowan (I + O + wan)
23 Solid (so + lid)

FAKE AD

The Fake Advertisement announced in the Table of Contents was for the "Souvi-Near" travel service and appeared on page 5. *By Robert Leighton.*

22 PICT-O-SEARCH



29 NIXED MAIMS

Tony Bennett
Chuck Berry
Danny Kaye
Dick Clark
Howard Keel
Sandy Duncan
Redd Foxx
Mark Hamill
Gene Kelly
Bruce Lee
Hope Lange
Penny Marshall
Bob Marley
Norman Mailer
Bert Parks
Knute Rockne
Mark Spitz
James Taylor
Mae West
Tex Ritter

32 FRACTURED FLICKS—THE SEQUEL

The word from the original title is in parentheses:

1. *Sweeping With the Enemy (Sleeping)*
2. *Duck Soap (Soup)*
3. *Young Nuns (Guns)*
4. *Dunces With Wolves (Dances)*
5. *The War of the Noses (Roses)*
6. *City Stickers (Slickers)*
7. *Pretty Roman (Woman)*
8. *The Silence of the Lamas (Lambs)*
9. *The Rambo Kings (Mambo)*
10. *The Prince of Tires (Tides)*
11. *Field of Creams (Dreams)*
12. *Mime Bandits (Time)*

36 DOUBLE CROSS

A. TALKING STRAIGHT
B. HUEY LEWIS
C. URGENT
D. ROGER
E. BEAUTY AND THE BEAST
F. EDWARD HEATH
G. RHYME
H. CROW'S-NEST
I. ON THE TOWN
J. LADY DAY
K. LORRE
L. EMMITT SMITH
M. CROWDED
N. THE SUPER BOWL
O. INSTEP
P. NORTH
Q. GONE WITH THE WIND
R. HIGHWAYS
S. IGNORE
T. MOTEL
U. SWEDEN
V. EMORY
W. LONDONDERRY
X. FORTE

Some people thought my drawings were done under water; others that they were done by moonlight. But mothers [felt] I was a little child or that my drawings were done by my granddaughter. So they sent in their own children's drawings to *The New Yorker*.—(James) Thurber, *Collecting Himself* (edited by Michael J. Rosen)

37 VARIETY PACK

S	H	O	R	T	S	T	O	P	■	H	O	P	E	S	T	O	■	■	S	I	P	H	O	N
L	E	N	A	H	O	R	N	E	■	A	L	E	N	C	O	N	■	H	E	M	L	I	N	E
I	N	T	H	E	L	E	A	D	■	L	A	R	S	O	N	S	■	E	X	P	O	S	E	S
C	S	A	■	B	O	N	D	A	G	E	■	T	E	R	S	E	■	A	T	O	■	S	O	T
K	O	R	E	A	■	T	I	L	E	■	D	U	M	P	■	T	O	D	O	S	■	E	N	E
■	N	I	L	S	■	O	M	E	N	■	O	R	B	I	T	■	S	A	N	E	■	D	O	G
■	S	O	F	T	E	N	E	D	T	H	E	B	L	O	W	■	A	C	S	■	T	A	N	G
■	■	■	L	A	W	■	■	■	L	A	S	■	E	N	O	U	G	H	■	D	O	T	E	S
A	N	T	A	R	E	S	■	P	E	R	I	L	S	■	F	L	E	E	C	E	R	■	■	■
F	O	U	N	D	■	A	N	I	M	A	T	O	■	B	E	A	S	■	A	M	U	S	E	D
F	O	R	D	■	G	L	O	V	E	S	■	U	T	U	R	N	■	B	R	I	S	T	L	E
I	N	N	S	■	R	A	Y	O	N	S	■	D	O	S	S	■	P	O	P	S	■	E	S	S
R	T	E	■	M	A	M	E	T	■	M	O	M	M	Y	■	C	A	N	O	E	■	P	E	I
M	I	D	■	O	T	I	S	■	H	E	R	O	■	S	A	U	C	E	R	■	B	O	W	S
E	M	I	G	R	E	S	■	F	O	N	D	U	■	I	Q	T	E	S	T	■	U	N	I	T
D	E	N	I	R	O	■	C	O	O	T	■	T	V	G	U	I	D	E	■	A	N	I	S	E
■	■	■	F	I	N	E	A	R	T	■	C	H	I	N	A	S	■	T	A	I	N	T	E	D
P	U	T	T	S	■	M	R	M	O	T	O	■	C	A	V	■	■	■	D	R	Y	■	■	■
A	N	I	S	■	G	E	L	■	W	H	I	S	T	L	E	R	S	M	O	T	H	E	R	■
P	I	T	■	M	I	R	O	■	L	E	N	T	O	■	L	E	T	O	■	R	O	N	A	■
A	V	A	■	A	M	A	S	S	■	S	P	A	R	■	V	E	I	L	■	A	P	T	T	O
B	E	N	■	I	L	L	■	A	C	T	U	P	■	P	A	L	M	O	F	F	■	R	A	W
E	R	E	C	T	E	D	■	C	H	A	R	L	I	E	■	O	U	T	O	F	D	A	T	E
A	S	S	O	R	T	S	■	C	A	N	S	E	C	O	■	F	L	O	R	I	D	I	A	N
R	E	S	E	E	S	■	■	O	R	D	E	R	I	N	■	F	I	V	E	C	E	N	T	S

ANSWERS

37 CROSS MATH

1.

1	+	7	÷	2	=4
+		+		×	
8	+	5	−	9	=4
−		÷		÷	
3	+	4	−	6	=1
=6		=3		=3	

2.

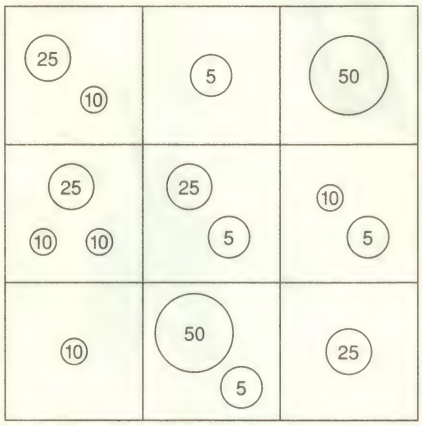
4	+	6	−	8	=2
÷		+		÷	
1	×	7	+	2	=9
+		−		+	
3	+	9	−	5	=7
=7		=4		=9	

56 HOW COME?

1. Not a Stickup Harold had hiccups and asked for a glass of water. The bartender successfully scared Harold's hiccups away by pointing the gun at him.
2. Pack of Trouble Ethelbert was a skydiver. His parachute pack did not open.
3. You Don't Say! Years ago the mother had emigrated to another country with one of her infant sons; the other son had remained in his country of birth. At their reunion as adults, the two brothers did not speak the same language and could converse only through their mother.
4. Reach Out and Touch Someone Charles lived in a big-city apartment building and could not get to sleep because his neighbor was snoring. So he looked up his neighbor's number in the phone book, dialed it, and hung up as soon as his neighbor answered. As the neighbor's snoring had now stopped, Charles was quickly able to get to sleep.
5. Crime *Does* Pay Terry was half of a pair of Siamese twins. He could not be punished without also punishing his innocent twin.
6. Albatross Soup Sometime in the past Josh had been shipwrecked with his wife and a third person on a nearly barren South Seas island. Josh and his wife got terribly sick, and Josh was in a delirium when his wife died. The other survivor supposedly caught an albatross and brought Josh what he said was albatross soup, which helped nurse Josh back to health. The two men were rescued. Back home, Josh ordered albatross soup at the restaurant, found that it tasted *different* from what he had eaten on the island, and realized that his wife had been cannibalized to make the "albatross soup." The shock was too great, of course, for him to continue.

64 HEADS UP!

1. Fifteen coins will complete the magic square, as shown:



2. One way to complete the switch in 24 turns is as follows (L= left, R = right): penny–R, R, R; nickel–L; dime–L; penny–L, L, L; quarter–L; dime–R, R; quarter–L; dime–L; penny–R, R, R; nickel–R, R; quarter–L; nickel–L, L; dime–L; nickel–R, R.

WILD CARDS

61 BORDERLINE WORDS

The words are formed by combining the two-letter postal abbreviations of two states that share a border. For example, INKY is IN (Indiana) and KY (Kentucky).

61 ROLE-PLAYING NAMES

1. *Murphy Brown*
2. *Kojak* (Telly Savalas)
3. *Barney Miller*
4. *Magnum, P.I.* (Tom Selleck)
5. *Laverne and Shirley* (Penny Marshall and Cindy Williams)
6. *Rhoda* (Valerie Harper)
7. *Cagney & Lacey* (Sharon Gless and Tyne Daly)
8. *Columbo* (Peter Falk)
9. *Kate & Allie* (Susan Saint James and Jane Curtin)
10. *Phyllis* (Cloris Leachman)
11. *Quincy, M.E.* (Jack Klugman)
12. *Ironside* (Raymond Burr)
13. *Perry Mason*
14. *Hazel* (Shirley Booth)
15. *Peter Gunn*
16. *Dr. Kildare* (Richard Chamberlain)
17. *Baretta* (Robert Blake)
18. *Barnaby Jones*
19. *Webster* (Emmanuel Lewis)
20. *Simon & Simon* (Jameson Parker and Gerald McRaney)
21. *Matlock* (Andy Griffith)
22. *Alice* (Linda Lavin)
23. *Maude* (Bea Arthur)
24. *MacGyver* (Richard Dean Anderson)
25. *Mr. Belvedere* (Christopher Hewett)

61 REAL HINKY PINKIES

1. Humpty Dumpty
2. Hanky-panky
3. Hokey-pokey
4. "Helter Skelter"
5. Harum-scarum
6. Hoity-toity
7. Hocus-pocus
8. Hurly-burly *or* hugger-mugger
9. Henny-Penny
10. Hotsy-totsy
11. Hari-kari
12. "Holy moly!"
13. Handy-dandy
14. Hurdy-gurdy

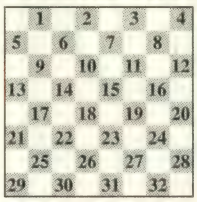
61 MEN OF LETTERS

C. Everett Koop
F. Scott Fitzgerald
F. Lee Bailey
F. Murray Abraham
G. Gordon Liddy
J. Robert Oppenheimer
J. Edgar Hoover
L. Frank Baum
L. Ron Hubbard
W. Somerset Maugham

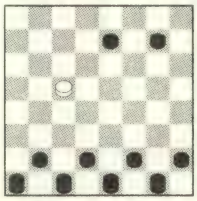
62 FRUITFUL MATH

126048
− 67738
58310

61 10-TO-1 LONG SHOT



1 White 27–24, Black 20–27 **2** White 18–14, Black 11–25 **3** White 19–16, Black 12–26
This leaves the position shown below. White now moves 14–9, and after becoming a king two turns later, moves back and forth until Black has no moves left. Outnumbered ten to one, White still wins.



62 MORE BUTTONS

The correct button 15 is the one that was incorrectly numbered 8. The original order of buttons is as shown:

14	13	12	11
15	16	9	10
6	7	8	1
5	4	3	2

63 NO RUN BUT A HIT

The product is nylon. (DUPAROOH was a contraction of "DuPont pulls a rabbit out of hat." KLIS is "silk" spelled backward. NORUN comes from the fact that nylon runs less often than silk.)

63 CATALAN 101

1–m, watercolor
2–i, rainbow
3–n, vacuum cleaner
4–f, mothball
5–g, narcotic
6–e, medicine chest
7–k, sunflower
8–o, yacht
9–l, typewriter
10–j, semicolon
11–d, diet
12–h, quick
13–c, chimney
14–b, chewing gum
15–a, chauvinism

Adapted from Words, Ltd., Molokai, HI 96742

44 MENTAL EXERCISE

1. Fencing
2. Hurdles
3. Pommel horse (gymnastics)
4. Cycling
5. Swimming
6. Rowing
7. Javelin throw
8. Archery
9. Pole vault
10. Uneven bars (gymnastics)
11. Equestrian
12. Weightlifting

47 LADIES FIRST

The baton twirling item is the only bluff. It's a real record, but not a female one. The four twirlers were actually named *Victor* Cerda, *Sol* Lozano, *Harry* Little III, and *Manuel* Rodriguez.
Sources: Various editions of The Guinness Book of Records *(Guinness Publishing Ltd., London). Used with permission.*

55 SOUND OBSERVATIONS

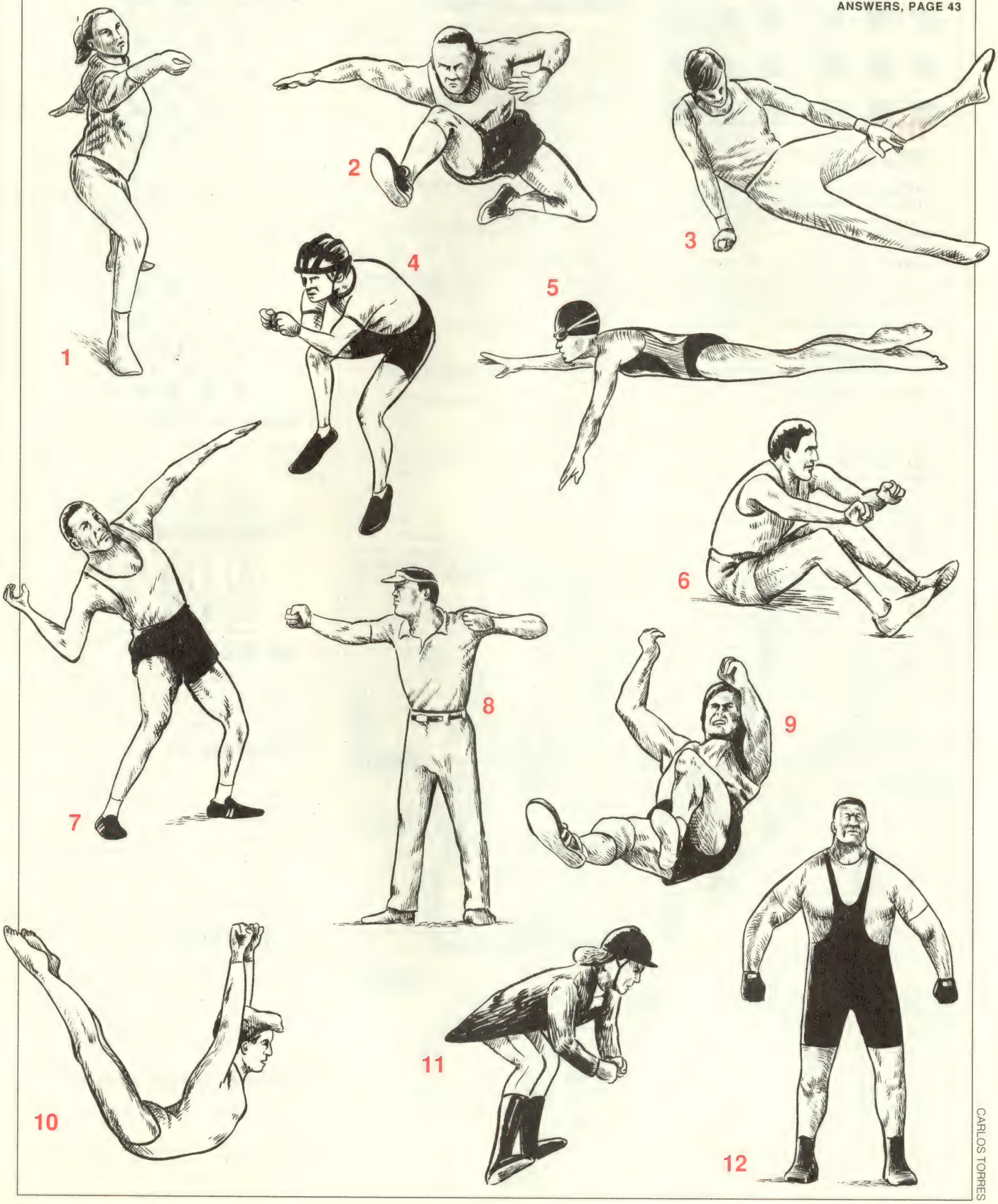
1. Hair dryer
2. Doorbell
3. Electric mixer
4. Electric shaver (Braun)
5. Air conditioner
6. Power drill
7. Teakettle
8. Sewing machine
9. Electric can opener

MENTAL EXERCISE ★☆

BY MARK DANNA

The Olympic athletes pictured below are training for the Summer Games in a rather unusual way. To get in the proper frame of mind for the competition, each is practicing his or her sport without any of the usual equipment involved. As a mental exercise of your own, can you identify the Olympic event or sport for which each athlete is preparing?

ANSWERS, PAGE 43



CARLOS TORRES

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CALL OUR BLUFF SAYS

LADIES FIRST

Jeremy Piltdown, our favorite purveyor of the perverse, recently hopped, skipped, and jumped into our office to tell us about his latest discovery: records of human sporting achievement held by women.

"I'm not talkin' *women's* records," Piltdown protested. "I'm talkin' *world* records that happen to be held by women."

"Oh yeah?" we wailed, pointing to one of the items on the list. "*That* record couldn't possibly have been set by a woman."

"Wrong again, dude," Jeremy japed.

As we suspected, though, not all the records actually were set by women. Can you separate the real from the fake?

ANSWERS, PAGE 43

Automobile Jumping ***Jacqueline De Creed drove a 1967 Ford Mustang off a ramp at Santa Pod Raceway, in England, landed the car on its wheels 232 feet away, and drove on. Her record—the longest such car jump in history—has stood since April 3, 1983.***

Baton Twirling ***Victoria Cerda, Sally Lozano, Hillary Little, and Mary Rodriguez, of El Sereno, California, hold the record for the longest baton-twirling marathon—122½ hours. They started on June 24, 1984, and twirled for five straight days.***

Boardsailing ***Françoise Canetos of France is a distance windsurfing champion. In one 24-hour period in July 1988, she rode 227 nautical miles—equivalent to going from Pittsburgh to Washington, D.C.—on a large surfboard.***

Deep Diving ***The deepest anyone has ever dived without apparatus is 351 feet—almost the distance of a football field, including the end zones. Angela Bandini of Italy did it off the island of Elba on October 3, 1989. To reach that record depth and return to the surface of the Mediterranean, she had to hold her breath for 2 minutes, 46 seconds.***

Hula-Hooping ***The longest marathon for a single hoop is 90 hours, by Roxann Rose, of Pullman, Washington, from April 2-6, 1987, but she used her arm to keep the hoop whirling when tired. Tonya Lynn Mistal of Cottonwood, California, completed 88 hours of hooping without the use of her arm, at Ted's Burgers in Idaho, from July 9-14, 1986.***



Rope-Skip/Running ***Vadivelu Karunakaren can skip rope while running faster than most people can run. She skipped 10 miles in a record 58 minutes at Madras, India, on February 1, 1990. It is not recorded if she skipped home.***

Swimming ***Penny Dean of California holds the record for the fastest English Channel swim. On July 29, 1978, she entered the water at Dover, England, and reached Cap Gris-Nez, France, 7 hours and 40 minutes later. Her time was almost half that of Gertrude Ederle's 1926 record of 14 hours, 36 minutes, which itself chopped almost 2 hours off the existing (male) record.***

Trampolining ***The record for solo trampolining is 240 hours (with 5-minute breaks per hour permissible) by Darlene Blume. She kept bouncing night and day for 10 straight days in Matraville, Australia, from May 8-18, 1980.***

By Scot Morris

PHOTOGRAPH: FPG INTERNATIONAL

A Fast-Moving Strategy Game for 2, 3, or 4 Players

By Sid Sackson

★☆

In the ancient game of Nim, counters are arranged in rows, and players take turns removing one or more of them from any single row. The object is to take the last one. The most popular version has 12 counters arranged in rows of three, four, and five, but there are countless other variations. This new one, by the prolific game inventor Sid Sackson, is so fast and easy to learn you may forget you're playing a strategy game.

Equipment The board shown and 36 markers, which can be pennies, buttons, or anything else, either all the same or different. The colored spaces are significant only in the advanced game.

Max-I-Nim for 2 (the basic game) Place one marker in each board space and decide who begins. The first player removes *any two adjacent* markers in any straight line, vertical, horizontal, or diagonal. The other player then removes *two or three* adjacent markers in any straight line. Thereafter the players take turns removing *two, three, or four* adjacent markers in any straight line. The player who removes the last group is the winner. Note that a single marker may never be removed.

Variation 1: The player who removes the last group *loses.*

Variation 2: Before the first player takes a turn, the opponent alters the board by removing *any three unconnected* markers.

Max-I-Nim for 3 Add the following rules to the basic game (the two variations do not apply).

At the start of a game the players agree on the number of rounds. Play rotates to the left.

The winner of a round (the player who has removed the last group) receives *two points* for each marker he or she has removed that round. The player to the winner's left receives *one point* for each marker removed. The third player receives *nothing*. The player who scored nothing plays first in the next round.

Variation: A more competitive game is achieved by having the winner of a round and the player who scored nothing in that round switch seats for the next round. Again, the zero-scorer plays first. The player with the highest score after the last round wins. In case of a tie, an additional round is played.

Max-I-Nim for 4 The play is the same as Max-I-Nim for 3 except for the scoring: The winner of a round receives *three points* for each marker held; the player to the winner's left receives *two points* per marker; the next player to the left receives *one point* per marker; the fourth player gets *nothing*.

ADVANCED MAX-I-NIM

The colored spaces on the board are used in the advanced game, and you will also need four "color keys" (small cardboard squares will do) colored on one side to match the four colors on the board. At the start of a round players receive keys. Players may remove markers from colored spaces that match their keys and from uncolored spaces, but not from spaces that match other players' keys.

Advanced Max-I-Nim for 2 A key of each color is placed color-side down. The players each randomly pick two, and all are then turned face up. The play is the same as the basic Max-I-Nim for 2, except as follows:

The players agree on the number of rounds to be played. Keys are chosen anew for each round. The player with the most points after all rounds have been played wins the game.

The winner of a round scores one point. If a player is unable to remove a group, the other player, having removed the last group, wins the round, earning one point. If at that point there are other groups with markers that match the winner's key(s), he or she may remove them as well, earning one additional point for each such group.

Variation: For the second round, players exchange keys and the right to move first. These two rounds constitute a set. For the next set new keys are drawn. The player with the highest total after the agreed number of sets is the winner.

Advanced Max-I-Nim for 3 Three rounds constitute a set, and the number of sets to be played is agreed beforehand.

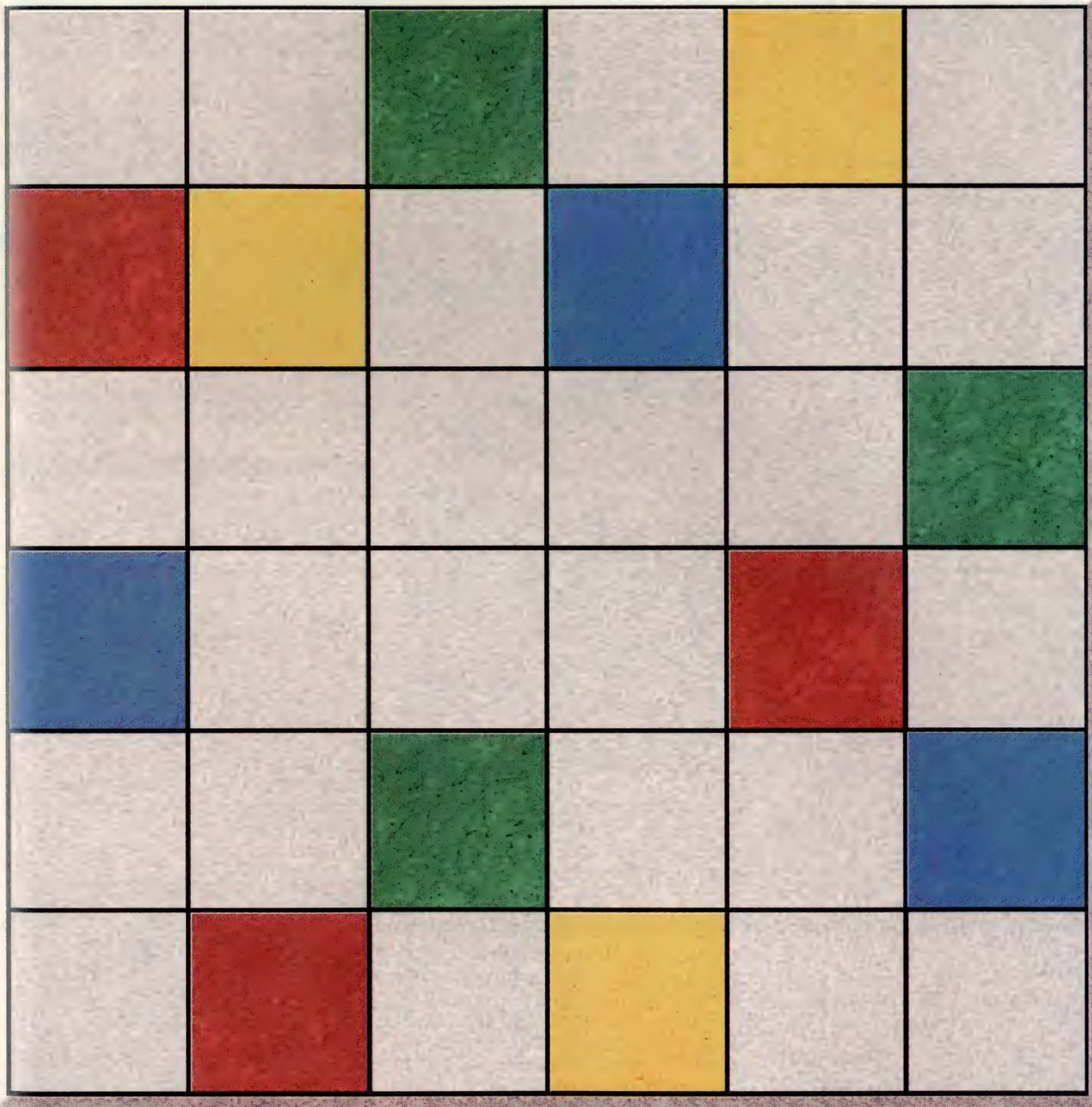
All four keys are placed face down, and the players each pick one randomly and turn it up. The fourth key is ignored. When the player whose turn it is cannot take a group, the last player to have removed a group is the winner of the round. No extra points may be scored. At the end of a round, each player passes his or her key to the player on the left. The right to play first also rotates.

Advanced Max-I-Nim for 4 Four rounds constitute a set and the number of sets is decided in advance.

All keys are placed face down and the players each draw one. At the end of a round, the keys and the right to move first are passed to the left.

Variation: Prepare a second set of keys. To play, two keys of each color are placed face down and mixed up, and each player randomly draws two. A player with keys of two colors can take markers from each of those colors. A player with two keys of the same color can use only that color. ■

MAX-I-NIM



MAX-I-NIM

STRATEGY BOARDGAME

CANDIDATE

COMPANY AVALON HILL **PRICE** $25 **NUMBER OF PLAYERS** 2-6, AGES 10+ **PLAYING TIME** 2 HOURS



Every four years we see a number of games based on the race for the White House. Candidate, however, takes a different route by simulating the rough-and-tumble fight to win the primaries.

The board is a map of the United States with the number of electoral votes given for each state, which are grouped into one-, two-, or three-state "Primaries." Players represent candidates who take turns choosing a primary to be contested. A deck of 80 cards provides the ammunition. Half of them represent denominations ranging from $10,000 to $100,000. Other cards include Endorsements, which provide additional funds but are vulnerable to cancellation by an opponent's Problem card; Rumors, which an opponent can use to reduce your campaign chest but which you can Squelch; and others.

A player begins with five cards and can play as many as desired to benefit his or her own campaign or to damage someone else's. All cards played on a given state are revealed simultaneously, and the player who has committed the most money, after the various Problems, Rumors, etc., have been resolved, wins all of that state's electoral votes. If there's a tie, or if for some other reason a state has no winner, that state's electoral votes are placed in the "undecided" area to be fought for later.

The player who wins a majority of electoral votes—270—wins the game. If



no one has 270 votes when all primaries have been contested, the players contend for the undecided votes, which will ultimately produce a winner.

The rules make the game seem much more complicated than it is. Candidate is simply a very enjoyable family strategy game that gives you an opportunity usually reserved for real-life politicos—the rare pleasure of stabbing your opponent in the back. ■ —Sid Sackson

FAMILY BOARDGAME

HUMM...BLE

COMPANY UNITED ENTERPRISES, (410) 992-9880 **PRICE** ABOUT $30 **NUMBER OF PLAYERS** 4 OR MORE ADULTS **PLAYING TIME** 1 HOUR



The name of this delightful new song-identification game is a slight misnomer, since to get your teammate(s) to name that tune, you can hum, whistle, use comb and tissue paper, tap a pencil on your teeth, sing tra-la-la or boop-boop-a-doop (but not the actual words), or even, if you don't have the slightest idea how it goes, use charades.

The game comes with 1,250 song titles arranged in five categories:

COMPUTER ADVENTURE GAME

STAR TREK: 25TH ANNIVERSARY

FOR IBM/COMPATIBLE COMPUTERS; INTERPLAY, UNDER $60



Most previous Star Trek computer games were pretty lousy, but this one, produced to commemorate the 25th anniversary of the pathbreaking TV series, is fully up to the demanding standards of computer gamers and Trekkies alike. It is the definitive Star Trek game.

Like most ST games, this one cen-

CARD GAME

WIZARD

COMPANY GAMES GROUP, (716) 881-6991 **PRICE** $8 PPD. **NUMBER OF PLAYERS** 3-6, AGES 10+ **PLAYING TIME** 60-90 MINUTES



Based on the classic card game Oh Hell (also known by other names), Wizard adds a devilishly different twist.

A standard 52-card deck is augmented by four Wizards and four Jesters. The deal consists of one card per player for the first hand, two for the second, and so on until the final deal, when all the cards are dealt. Each hand, a card from stock is flipped to determine trump. Players then declare how many tricks they hope to take. Those who make it exactly gain points based on the number of tricks bid. Those who take too many or too few tricks *lose* points for each trick taken (or not taken) over (or under) the number bid.

Bidding correctly is a tricky business thanks to those Jester and Wizard cards, which can be played at any time. Jesters are low and are used to duck out of the lead when you don't want to take any more tricks. Wizards are high (higher





Broadway musicals, folk and family favorites, oldies (1950-75), TV and movies, and contemporary (1976–today). Your category is chosen by the color of the board space you land on after rolling a die. The rules say you can continue to take turns until you miss, but if there's a real songbird in your group you may want to limit the number of turns as an alternative to committing murder.

What sets this game apart are two rules thoughtfully provided to allow people to enjoy playing even if they have two tin ears and a wooden tongue. First, each team gets two "choose category" cards, which allows them twice per game to pick a category other than the one they've landed on. Second, you can hum, whistle, use comb and tissue paper ... ■ —B.H.

ters on the bridge of the starship *Enterprise*, but ST25 features the most flexible interface to allow you (Captain Kirk, naturally) to command the other officers. Each of the seven main characters from the original show is present. Simply click on the character to bring up his or her available options.

The plot includes seven missions, played in sequence, that require Kirk, Spock, McCoy, and a security officer to form a landing party and beam down to explore planets or other vessels. The landing party screens are as easy to control as those on the bridge, though here the only character you control is Kirk. The missions contain some pretty tricky puzzles, and they effectively capture the



atmosphere of the classic episodes. If they were filmed, they would stand on their own as solid stories.

Both planetside and in space, the bright, colorful graphics bring the stories to life in stunning high resolution. Between missions you can admire cinematic scenes that both develop the story and show off models of the *Enterprise* and other ships built and video-captured especially for this game.

Though the explosions aren't quite up to snuff, the phaser blasts, communicator blips, transporter sounds, and atmospheric music take us back to the time when members the of the *Enterprise* crew actually looked good in those tight uniforms.

This new Star Trek program left me hungry for more missions, which I hope Interplay will satisfy with add-on mission discs or another game. Beam me to the sequel! ■ —Russ Ceccola

than trump, too) and are used to win a trick and gain the lead by force. The crucial question is: What are the best times to play them?

The game comes with a cleverly designed scorepad and some interesting bidding alternatives (but not my favorite—that the total number of tricks bid may *not* equal the number of cards dealt).

If you know Oh Hell, you'll be surprised at how much a few extra cards can affect the game. If you don't, spend a few more dollars for Wizard instead of a standard deck, and be prepared to become enchanted. ■ —Peter Gordon

COMPUTER ADVENTURE GAME

THE SECRET OF MONKEY ISLAND II: LECHUCK'S REVENGE

FOR IBM/COMPATIBLE COMPUTERS;
LUCASFILM, $60



The original Monkey Island was one of last year's best computer games, a challenging pirate adventure with great graphics, thorny puzzles, and refreshing comedy. Happily, bumbling would-be pirate Guybrush Threepwood is back, again seeking the love of the beauteous Governor Marley and stalked by his undead nemesis LeChuck.

Guybrush, stranded on Scabb Island, goes off in search of the legendary treasure of Big Whoop. First, though, he has to get rid of LeChuck's pesky henchman Largo LaGrande—which will require a little help from the Voodoo Lady (proprietress of the "International House of Mojo").

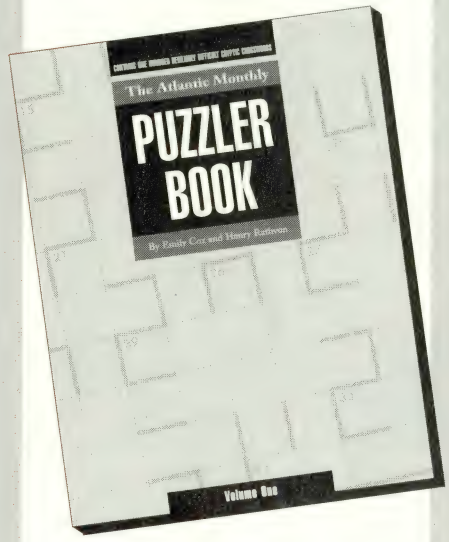
The search for the four pieces of the treasure map, a complicated, island-hopping affair, is by far the hardest part of the game. For example, there's a crucial spitting contest on Booty Island, which you can win only if you can make your saliva gooey enough ... *and* calculate wind direction ... *and* cheat. Mostly, though, the puzzles are fair and, once you dig the twisted logic of the Monkey Island universe, logical.

If a spitting contest grosses you out, be warned that there are more revolting visions here, from the gluttonous Governor Phatt to a particularly appalling (and hilarious) throwaway gag near the end. But it's nice to be rewarded for hours of grueling puzzle-solving with a good laugh. Thanks to Lucasfilm's marvelous point-and-click interface, the play is amazingly smooth and intuitive. ■ —Lou Kesten



PHOTOGRAPHS BY BUTLER & TEGNI

Emily Cox and Henry Rathvon have been constructing their spectacular brand of cryptic crosswords for *The Atlantic* since 1977. Collected here in Volume One are 100 gems from their first decade of The Puzzler.



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"There are few pleasures in the world of puzzles so great as cracking a particularly devious Cox/Rathvon cryptic crossword."
—Will Shortz, editor of GAMES

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BOUND TO CONFOUND

THE BEST NEW PUZZLE BOOKS **by emily cox & henry rathvon**

If devouring an issue of GAMES just whets your appetite for more puzzles, you may find a large menu of choices at your local bookstore. Here's a smorgasbord of new fare that we found tastiest.

ASSORTED PUZZLES

Puzzicles by Alan Robbins (Ballantine, $3.50): A handy little compilation of brainteasers you can try on friends using nothing more than a tabletop, some matchsticks and coins, a pencil and a scrap of paper, and minimal anecdotal flair. There are some chestnuts and silly quickies here, but also some small, original gems. (*More Puzzicles* and *Even More Puzzicles* also available.)

Fiendishly Difficult Visual Perception Puzzles by Ivan Moscovich (Sterling, $6.95): Much harder than *Puzzicles*, this book lives up to its title with glossy, artistic, and cerebral mindbenders. For those with high boggle thresholds.

Names Games by Nicholas Morris (Dell, $5.99): Assorted word puzzles with proper names, including a large section of original anagrams. Two of the best finds: NEIL SIMON can be rearranged to spell SMILIN' ONE, and DANIEL ORTEGA becomes LIED TO REAGAN.

More Five-Minute Mysteries by Ken Weber (Running Press, $6.95): Armchair sleuth capers, with better attention to detail than the average. Answers often involve suspicions rather than proofs, so solving is not always easy. One a day recommended for your puzzle fix.

Classic Concentration by Steve Ryan (Sterling, $12.95): Full-color picture rebuses created by Ryan for the long-running TV game show. The first 48 are presented whole, the next 104 partially obscured, so you can agonize like a live panelist.

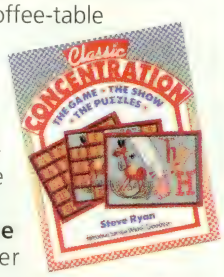
I Spy by Jean Marzollo and Walter Wick (Scholastic, $10.95 hardcover): Big, busy, colorful picture puzzles, in which the goal is to find all the objects named (or hinted at) in the accompanying riddles. Splendidly photographed. Designed for children, but adults will enjoy it, too.

Also: **GAMES Magazine Presents the Giant Book of Games** edited by Will Shortz (Times Books, $13), and **Will Shortz's Best Brain Busters** (Times Books, $11). Two large collections of favorite puzzles from GAMES.

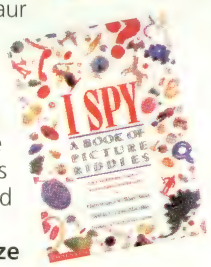
MAZES

Mad Mazes by Robert Abbott (Bob Adams, $14.95 hardcover, $7.95 soft): 20 innovative color mazes, which involve a lot more than finding a path from start to finish.

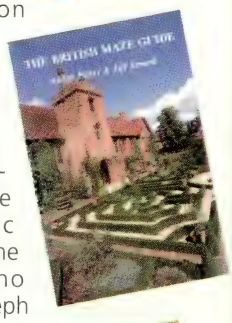
Labyrinth—Solving the Riddle of the Maze by Adrian Fisher and Georg Gerster (Harmony, hardcover, $31.25 ppd. from Minotaur Mazes, 15882 La Barra Place, Hacienda Heights, CA 91745): A big, glossy, very pretty volume on the history and practical construction of labyrinths. A great coffee-table book, it includes terrific aerial photos of the world's most popular walk-through mazes—which give new meaning to the phrase "tourist trap"!



The British Maze Guide by Adrian Fisher and Jeff Saward (Minotaur Mazes (see above), $13.70 ppd.): If you're touring the UK, make room in your suitcase for this compact guide to Britain's life-size mazes of turf, hedge, brick, and tile.



The Ultimate Maze Book by David Anson Russo (Simon and Schuster, $19.95): Mr. Russo sees mazes as metaphors for the soul's journey through life. Accordingly, his dazzling creations are infused with symbolic meaning. He may be the only mazemaker who quotes mythologist Joseph Campbell in his puzzles' instructions. No solutions are included—he's serious about this trial-of-the-soul stuff!





CRYPTIC CROSSWORDS

Nutcrackers by Jesse Green and Meg Wolitzer (Grove Weidenfeld, $9.95): Puzzles reprinted from the former New York weekly *7 Days*, with the accent on cryptic clues. The authors are free-wheeling, irreverent, and idiosyncratic, and don't always play strictly by square-dealing rules. Fresh ideas do abound.

Hooked on Cryptics #1 and **#2** by Henry Hook (Simon and Schuster, $8.95): The all-round puzzle wizard dishes out 45 new cryptic crosswords—10 variety and 35 plain (if anything Hookish can be called plain). His specialty is newfound wordplay, such as ORCHESTRATED ana-

gramming into ... but let's not spoil the surprises. (*Hooked on Puzzles #1-#5*, containing crosswords and double-crostics, also available.)

And: **GAMES Magazine's World of Cryptic Crosswords** edited by Mike Shenk (Times Books, $8 spiralbound): 50 cryptics—including 10 variety—from previous issues of GAMES.

AMERICAN-STYLE CROSSWORDS

Merl Reagle's Sunday Crosswords (PuzzleWorks, 513 Wilshire Blvd., #250, Santa Monica, CA 90401; $10 ppd.): The top of the line in American crosswords. These 40 all-star selections from Reagle's *San Francisco Examiner* puzzles feature wide-open spaces, wholly original themes, offbeat diagram entries, and the funniest jokes this side of a Robin Williams stand-up routine.

The Expert's Book of Crosswords: A as in Acuminate edited by Stanley Newman (HarperPerennial, $6.95 spiralbound): Like Newman's *Tough Puzzles* newsletter, this collection showcases some of the best and brightest in the world of American crosswords. The final puzzle is a "Brainbuster," for whose solution prizes are offered. (Volumes *B*, *C*, and *D* also available.)

Inspector Cross (Lombard Marketing, $9.95 spiralbound): Interesting hybrid puzzles in which clues to minute mysteries must be derived from crosswords, word searches, and double-crostics.

Crosswords Vols. 1-19 by Mel Rosen (Running Press, $6.95 spiralbound): 50 crosswords each, cleverly edited and handsomely designed—the best of the major crossword series.

MATH PUZZLES

Polyominoes by George E. Martin (Spectrum, $21): The Mathematical Association of America's guide to puzzles and problems in tiling. If you enjoy pondering configurations of geometrical shapes, you'll welcome the profound challenges in math and visual perception offered here.

The Puzzling World of Polyhedral Dissections by Stewart T. Coffin (Oxford University Press, $9.95): How to build and solve hundreds of three-dimensional wooden block puzzles. Written with the same clarity and interest of Martin Gardner's works. ■

Editor's note: For selected challenges from books reviewed here, see pages 26-27.

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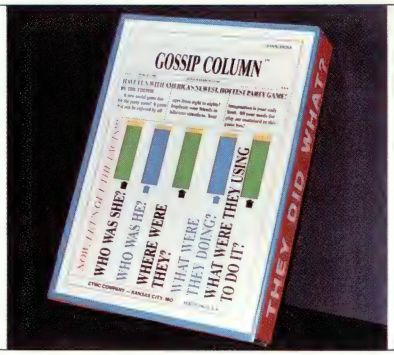
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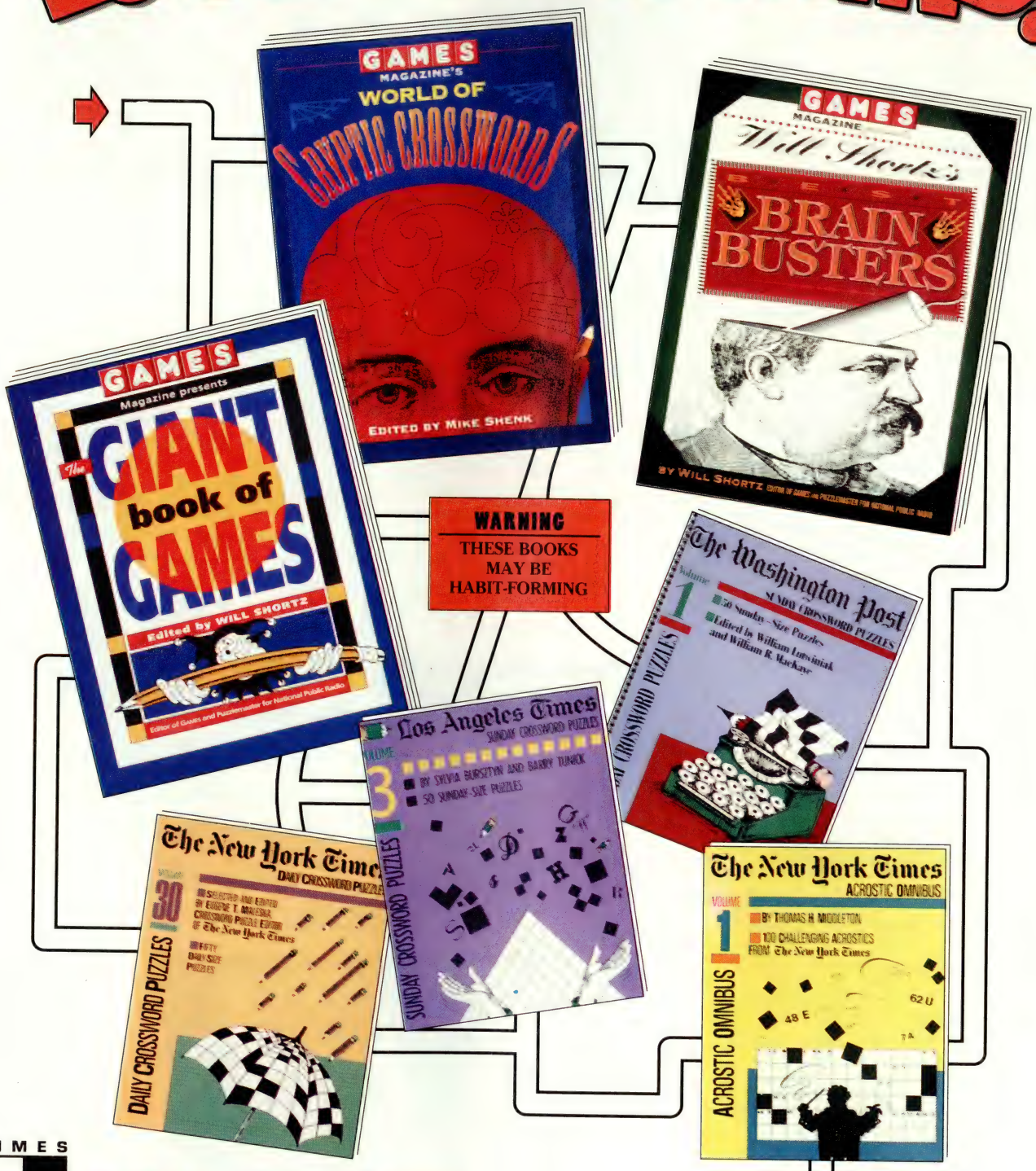
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sound observations

Maybe we should call it "Eardrum Benders" this time, because every object shown below makes a distinctive sound. How many of the nine can you name? **ANSWERS, PAGE 43**

eyeball benders ★☆ by keith glasgow

1



2



3



4



5



6



7



8



9



Grand Prize
$1,000 worth of mystery books*
5 Runner-Up Prizes
A GAMES T-shirt

CONTEST

by "Mr. E"

How Come? ★★

A man was out driving in a car with his wife, when the wife's behavior caused him to stop the car and rush to the nearest house. When the man returned, he found his poor wife at death's door and there was a stranger in the car with her. The police arrived in a few minutes, but they did not arrest or even question the stranger. How come?

Mini-mystery puzzles like this have been popular at parties and social gatherings for at least 40 years. The book *How Come?* by Agnes Rogers (Doubleday, 1953) was the first to explore the genre. *Lateral Thinking Puzzles* by Paul Sloane (Sterling, 1991) is the latest, containing dozens of new examples.

In the game of "How Come?" one person, acting as the quizmaster, poses a mystery, which the other players try to solve by asking yes-or-no questions. For example, questioning on the above story might proceed like this:

"Was the stranger a doctor?"

"No."

"Was it a person known for giving assistance?"

"No."

"Had the man or the wife ever seen the stranger before?"

"No."

"Did the stranger have a gun or a weapon?"

"No."

"Was the stranger male?"

"Irrelevant."

"Is the stranger's age significant?"

"Yes."

[Suddenly the solution begins to fall into place.] "Was the stranger a baby?"

"Yes."

"Did the wife give birth in the car?"

"Yes."

Good "how come" mysteries often require many more questions than this to solve. But the basic story always presents a paradox or a puzzling set of facts that demand to be answered. Ideally, the puzzle sounds utterly perplexing or impossible—until the ingenious, slap-your-head-it's-so-obvious answer is discovered or revealed.

Object The object of this contest is to create your own "how come" mystery.

Judging Entries will be judged on originality, interest, and ingenuity.

Winning The best "how come" mystery in the opinion of the judges will win the grand prize. Five runners-up will win GAMES T-shirts.

Entering Mail your mystery puzzle and its solution to: **How Come?, GAMES Magazine, 19 West 21st Street, New York, NY 10010.** Multiple entries may be submitted in one envelope, but each mystery (along with its answer) must be on a separate sheet of paper with your name and address. **Entries must be received by September 1, 1992.**

*Your choice of $1,000 worth of books from the Mysterious Press (Time & Life Bldg., Rockefeller Center, New York, NY 10020)

CLASSICS

"How come" mysteries—like folk stories and ethnic jokes—are passed orally from person to person, and are rarely if ever written down. Authorship is nearly impossible to trace. Below are some classic examples of the game. These are not, of course, designed to be solitaire puzzles. To play, have someone else look up the solutions so that you can ask that person yes-or-no questions. Alternatively, *you* read the solutions and then try the puzzles on your friends.

ANSWERS, PAGE 43

1. Not a Stickup Harold walks into a bar and asks the bartender for a glass of water. The bartender pulls a gun from beneath the counter and aims it at Harold. A moment later Harold says "Thank you" and walks out. How come?

2. Pack of Trouble Ethelbert was found face down in a desert, dead, with a pack on his back. Nobody else's tracks were near the body, and Ethelbert did not die of thirst. How come?

3. You Don't Say! A mother and her two sons were sitting in the kitchen talking. The mother spoke freely to her sons and they spoke freely to her, but the sons wouldn't speak to each other. The sons hadn't fought and they didn't dislike each other, and yet they didn't exchange a single word. How come?

4. Reach Out and Touch Someone Charles was at home in bed one night, having trouble getting to sleep. He tossed and turned; no luck. Finally he arose, went to the phone, and dialed a number that he had never dialed before. A person he did not know said "hello." Without saying a word himself, Charles hung up, went back to bed, and immediately fell asleep. How come?

5. Crime *Does* Pay Terry committed a heinous murder—so awful that we will not discuss the details here. Terry was arrested, tried, and convicted of the crime. The jury found no extenuating circumstances in the case, and there were absolutely no legal grounds for overturning the verdict. And yet the judge said to Terry, "I have no alternative but to release you without punishment." How come?

6. Albatross Soup [A real toughie.] Josh goes to a restaurant and orders albatross soup. He eats one spoonful of it, leaves the restaurant, and immediately kills himself. How come?



CONTEST BASED ON A SUGGESTION BY MARK WINHOLTZ



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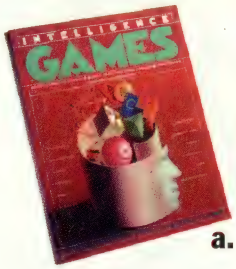
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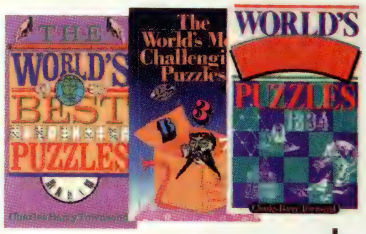
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GAMES

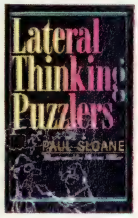
BOOKSHELF



a.



b.



c.



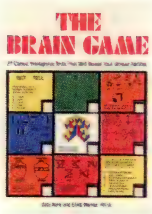
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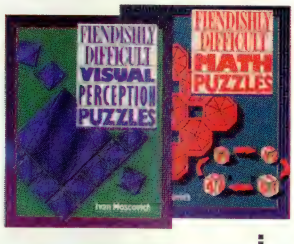
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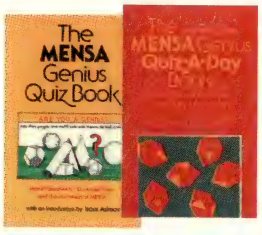
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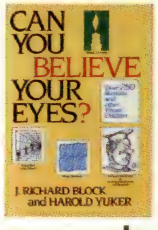
h.



i.



j.



k.



l.

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CONTEST RESULTS

FROM APRIL
HIDDEN CONTEST

A whole herd of pictures of cows, nearly 1,100 in total, arrived in response to our Hidden Contest announced in the Table of Contents. The directions were hidden on eight pages of the magazine in the places where art credits usually go. The numbered messages, taken in order, read: YOU HAVE FOUND/THE HIDDEN/CONTEST SEND US/A PICTURE OF A COW/15 ENTRIES/DRAWN AT RANDOM/ON MAY 1, 1992/WIN GAMES T-SHIRTS.

Most of the pictures were cut from magazines and newspapers, with quite a few coming from the comic strip *The Far Side*. We also received many postcards and greeting cards, showing some pretty peculiar cows. One entry was a pamphlet from a cow judging contest, showing award-winning cows. Those beautiful bovines really "mooved" us.

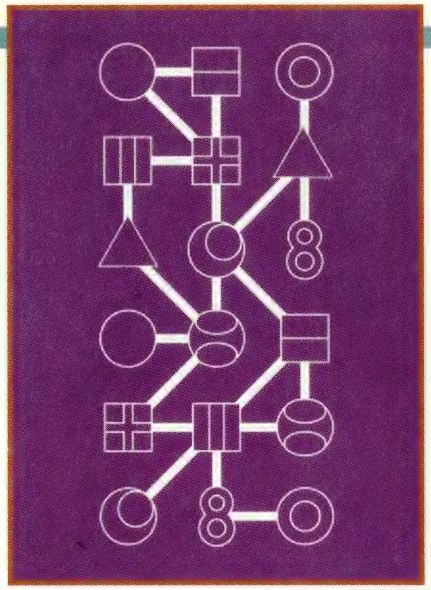
The 15 GAMES T-shirt winners are: Roger Anhalt, Franklin, WI; Bonnie



Baker, Weston, MA; Michael Baker, Norfolk, VA; Denise Burley, Burlington, Ontario; Celeste Crawford, Wilson, NY; John Haney, Auburn, IN; Sue Holloway, Fairborn, OH; Diana Krajnovich, Melrose Park, IL; Anne Kronberg, Palos Verdes Estates, CA; Christine Lago, Jeannette, PA; Richard Manno, Bergenfield, NJ; Judith Musick, Cincinnati, OH; G. Scott Neeley, Charlotte, NC; Jerry and Cheri Reno, East Lansing, MI; and Michael Scalzo, Endwell, NY. —Peter Gordon

FROM APRIL
TELEPORT MAZE

To solve this maze/contest, readers had to look deep into a seemingly random page of dots to have the shapes and paths jump out at them. A number of people thought this was some sort of cruel April Fool joke, perpetrated by us to create headaches across the continent. (Even



we wouldn't be that mean!) If you still can't see the 3-D pictures and are skeptical, probably the best way to convince you is to note that 4,900 GAMES readers can't all be wrong. That's how many entries we received, almost all of which found the winning solution.

To get through the maze, you could move across bridges (costing one point each) or teleport to identical items elsewhere in the picture (for free). The object was to get from the start to the finish with the fewest points. The winning score of three points is accomplished as follows: Starting with the upper-left sphere, teleport to the sphere on the left of the fourth row. From there cross the bridge to the lips (which readers identified as a duck's bill, an open mouth, two bumps, a snake jaw, and a Pac-Man, among other things), and cross another bridge to the pyramid. Teleport from that pyramid to the one on the end of the second row. Then take the bridge up to the doughnut and teleport to the lower-right doughnut goal.

The grand prize winner of $1,000 worth of puzzles from the Spring Bits & Pieces catalog, whose envelope was chosen at random from among the correct entries, is Donald Apt, of Lynnwood, Washington. Runner-up GAMES T-shirts go to: J.C. Colville, Mt. Pleasant, MI; Gail Crawford, Cedar City, UT; Cindy Fordyce, Houston, TX; Val Fournier, Somersworth, NH; Mike Hogan, Denver, CO; Rose Kimak, Chambersburg, PA; Marni Koopman, Goleta, CA; Michael Nitsch, Hastings, Ontario; Carroll Smith, Rowland Heights, CA; and Michael Smith, Loveland, OH. —Peter Gordon



ACROSS

1. Engineer ought to be difficult (5)
8. Your favorite puzzles will make you weep softly and twitch with a bit of surprise (8)

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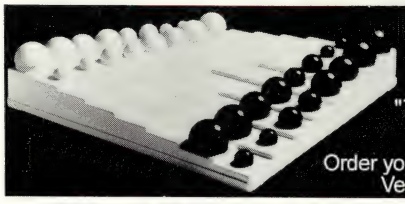
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WILD CARDS

edited by peter gordon

FOR THE RECORD

BORDERLINE WORDS

The following four-letter words have something in common. Can you figure out what it is?

ALGA ALMS ARMS
CONE INKY
MANY MOIL ORCA

—Arnie Danoff



TWISTS

ROLE-PLAYING NAMES

We've taken the characters' names in the 25 TV shows below, and changed each of them to the name of the actor or actress who played the part. First names have been replaced with first names, last names with last names. No other words have been changed. For example, *Robert* would be *Benson* (Robert Guillaume) and *Ed Asner* would be *Lou Grant*. Getting more than 15 is uncharacteristically good.

1. *Candice Bergen*
2. *Savalas*
3. *Hal Linden*
4. *Selleck, P.I.*
5. *Penny and Cindy*
6. *Valerie*
7. *Gless & Daly*
8. *Falk*
9. *Susan & Jane*
10. *Cloris*
11. *Klugman, M.E.*
12. *Burr*
13. *Raymond Burr*
14. *Shirley*
15. *Craig Stevens*
16. *Dr. Chamberlain*
17. *Blake*
18. *Buddy Ebsen*
19. *Emmanuel*
20. *Parker & McRaney*
21. *Griffith*
22. *Linda*
23. *Bea*
24. *Anderson*
25. *Mr. Hewett*

—Stephanie Spadaccini

WORDPLAY

REAL HINKY PINKIES

Like the old parlor game Hinky Pinky, each clue below leads to a pair of rhyming words. In this case, though, the first word always begins with an H. In addition, there are two syllables in each word and the answer is an actual name or phrase. For example, "Unsmooth, as motion" is HERKY-JERKY. Can you get them all before they give you the heebie-jeebies?

1. Egg-shaped Mother Goose character
2. Underhanded behavior or illicit sexual relations
3. Dance in which "you put your left foot in and you shake it all about"
4. Beatles song associated with Charles Manson
5. In a reckless or unpredictable manner
6. Pretentious or affectedly upper-class
7. Magician's flimflam
8. Noisy disorder and confusion
9. Chicken Little's friend
10. Just perfect, in slang
11. Ceremonial suicide, from the Japanese
12. Exclamation of astonishment for Robin of *Batman*
13. Useful in many ways, as a tool
14. Musical instrument with a crank

—Raymond D. Love

HALL OF FAME

MEN OF LETTERS

A few celebrities have been known most commonly not by their first and last names, but by their first initial, middle name, and last name, as in Desert Storm general H. Norman Schwarzkopf. For the 10 below, we've given the initial and a brief description. How many can you identify?

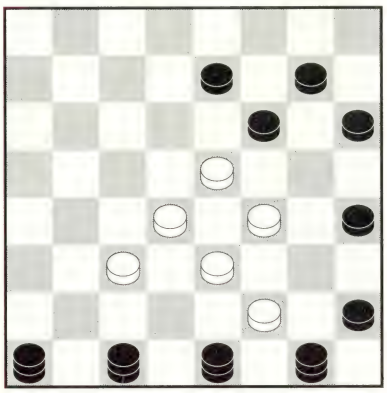
C. Former Surgeon General
F. American writer
F. Criminal lawyer
F. Oscar-winning actor
G. Watergate figure
J. Atomic physicist
J. FBI director
L. Children's book author
L. Scientologist/writer
W. English writer

—Jim Herrin

CHECKERS

10-TO-1 LONG SHOT

Things don't look so good for White, moving up the board in the diagramed checkers game below. If played correctly, however, White can guarantee victory. It's White's turn. Can you make all the right moves?



Standard checkers rules apply: If a jump is possible, it must be taken. If two jumps are possible, either may be taken, even if one is a multiple jump and the other isn't. Crowning a king ends a turn. Only kings may move backward. The game is won either by capturing all of the opponent's pieces or by leaving your opponent unable to move.

—John R. Gibson

ILLUSTRATION BY CARLOS TORRES

ANSWERS, PAGE 43

WILD CARDS

NUMBER PLAY

FRUITFUL MATH

Tradition says you can't add apples and oranges, so we won't try. If you *subtract* one fruit from the other, however, you get an interesting result, as can be seen in the arithmetic puzzle below. Each of the letters in the problem below represents a different digit from 0 to 8. (The digit 9 doesn't appear anywhere in the answer.) Can you break the code and come up with the unique solution?

```
  ORANGE
- APPLE
-------
  MELON
```

—Bobette Kyle

LOGIC

MORE BUTTONS

Hugh Solvitt has cordially invited you to another of his fiendish puzzle parties. And, as usual, he's rewired the control panel of the elevator to his apartment. Beside the panel of 16 buttons (shown at right), you read the following note:

"Welcome. The buttons represent the 16 floors in the building.

"If the buttons all showed their correct numbers, you'd see that they're arranged in sequence. Button 1 is (horizontally or vertically) next to button 2, which is next to button 3, and so on to button 16.

"To keep things interesting, only half the buttons are numbered, and to make it really interesting, exactly half of those numbers are wrong.

"Pressing button 15 will get you to the party. As usual, pressing any other button will result in two minutes of elevator music and a trip to the wrong floor. Come on up!"

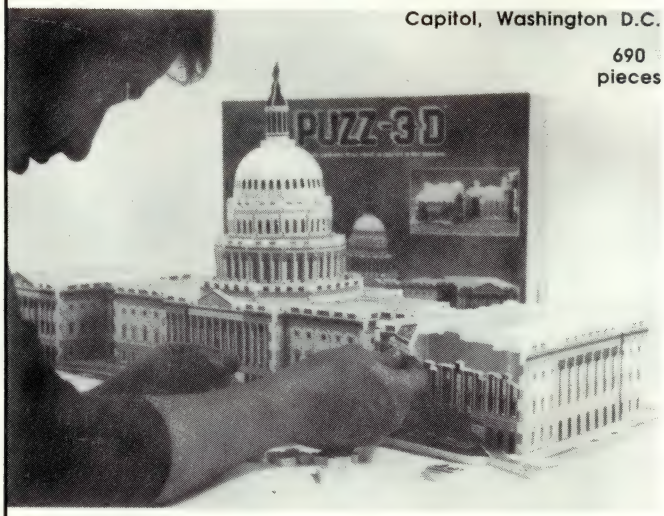
Can you find button 15?

		11	
8	16	9	
6			4
		14	2

—Bob Stanton

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FOR THE RECORD

NO RUN BUT A HIT

When this product was first invented, it was suggested that it be called DUPAROOH. Then someone suggested KLIS. A third suggestion was that it be called NORUN. By what name do we know the product today?

—Louis Phillips

IN OTHER WORDS

CATALAN 101

Catalan is the main language spoken in Barcelona, and one of the four official languages of the 1992 Summer Olympic Games. You don't need to know Catalan, however, to take this test. Just match the 15 Catalan words (1–15) with their English translations (a–o), and see if you aren't surprised at just how much Catalan you know.

1. *aquarel•la*
2. *arc de Sant Martí*
3. *aspiradora*
4. *bola de naftalina*
5. *estupefaent*
6. *farmaciola*
7. *gira-sol*
8. *iot*
9. *màquina d'escriure*
10. *punt i coma*
11. *règim alimentari*
12. *veloç*
13. *xemeneia*
14. *xiclet*
15. *xovinisme*

a. chauvinism
b. chewing gum
c. chimney
d. diet
e. medicine chest
f. mothball
g. narcotic
h. quick
i. rainbow
j. semicolon
k. sunflower
l. typewriter
m. watercolor
n. vacuum cleaner
o. yacht

—Ruth Freedman

ANSWERS, PAGE 43



SPACE RACE is a geometric puzzle, a saga of human history, a planetary chess match, and by far the most complex simple game you'll ever play.

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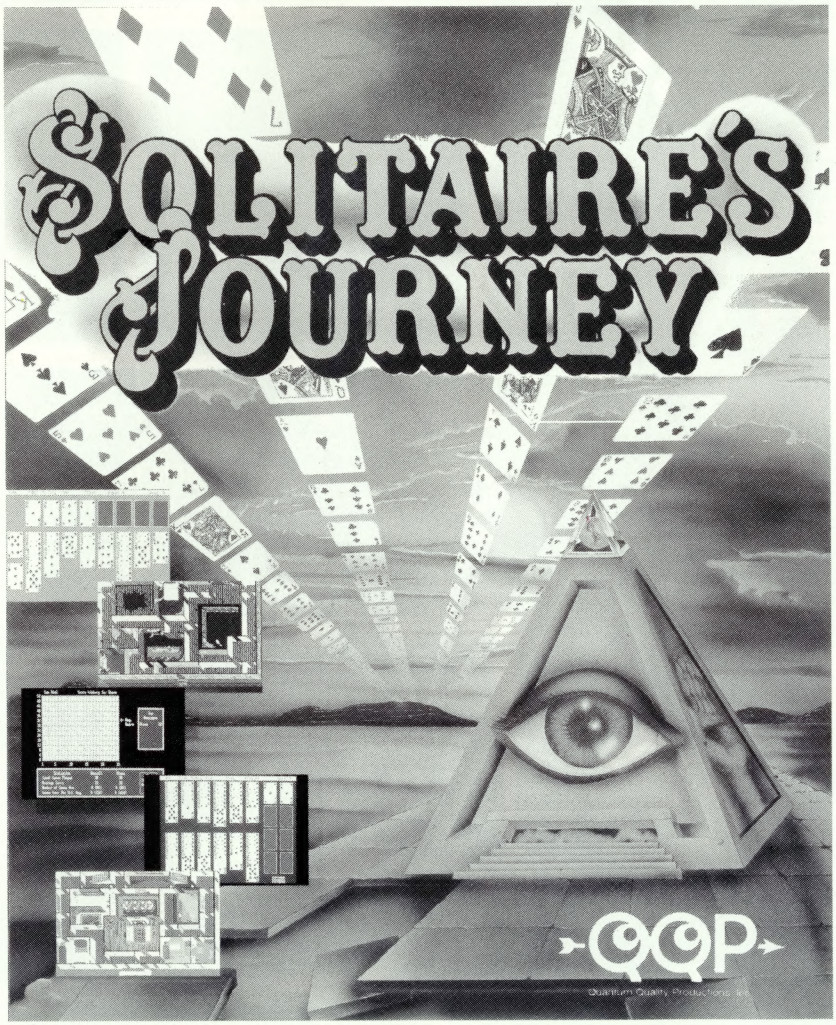
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HEADS UP!

By Will Shortz ★★★

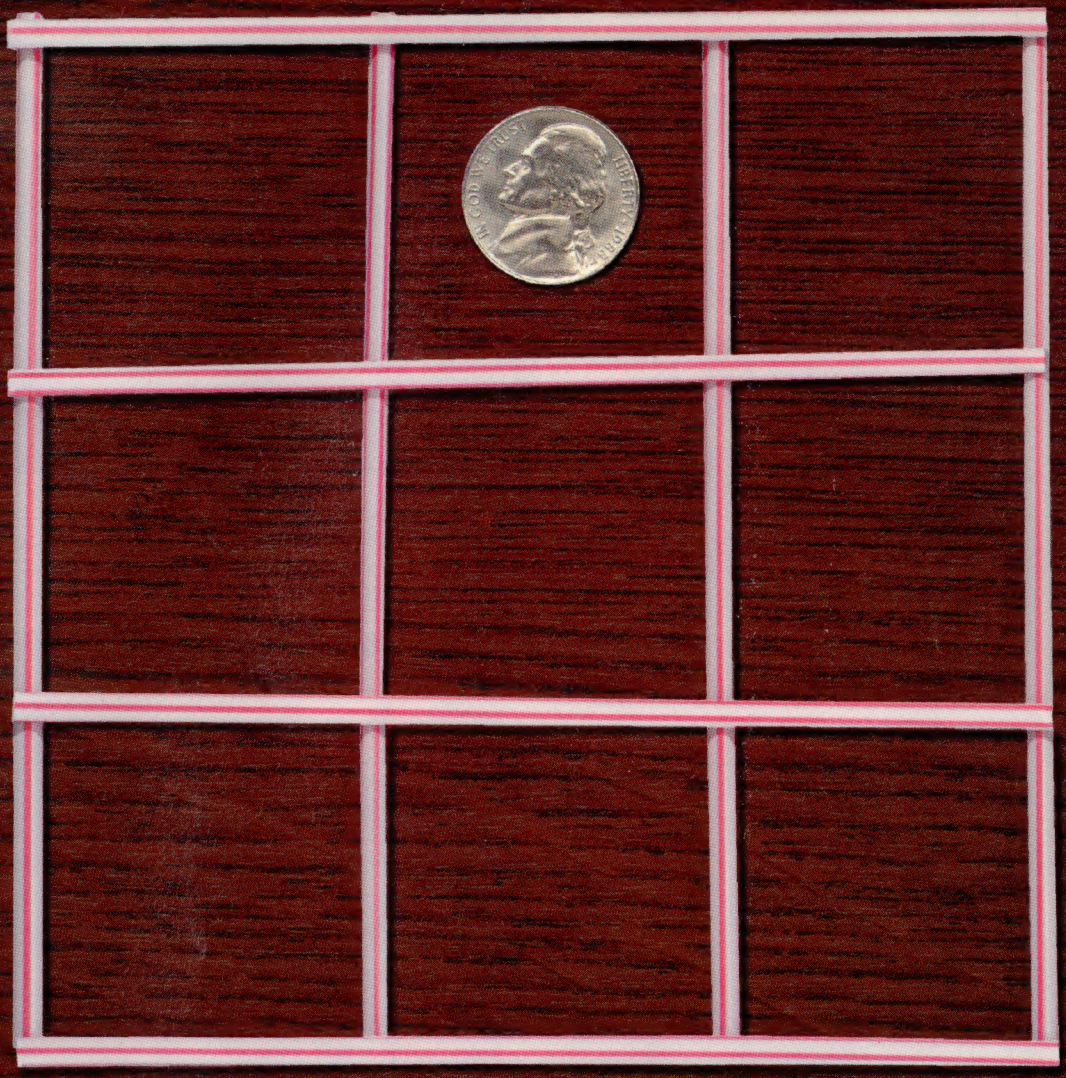
A stranger sidles up to you at a bar and hisses: "$50 says you can't solve two simple coin puzzles." Care to take him on?

HINTS, PAGE 40
ANSWERS, PAGE 43

Magic Money

Place one or more coins in each box at right so that each row, column, and corner-to-corner diagonal has the same value. You may use only the standard American coins: penny, nickel, dime, quarter, half dollar, and dollar. No box in the completed square may be empty, and no two boxes may contain exactly the same coins or combination of coins. The top center box contains only one coin—a nickel—which has been placed for you. What is the smallest number of coins that will complete the magic square?





Coin Flip

Place a penny, nickel, dime, and quarter in the spaces below. The object is to reverse their order—that is, to get them in the sequence quarter, dime, nickel, and penny—in the fewest possible turns. In each turn, move a coin one square to the left or right. You may move a coin only into an empty square or onto an adjacent coin of higher value (e.g., a penny can move onto a nickel, but not vice versa). Only the top coin of a stack may move. What is the smallest number of turns necessary to effect the switch?

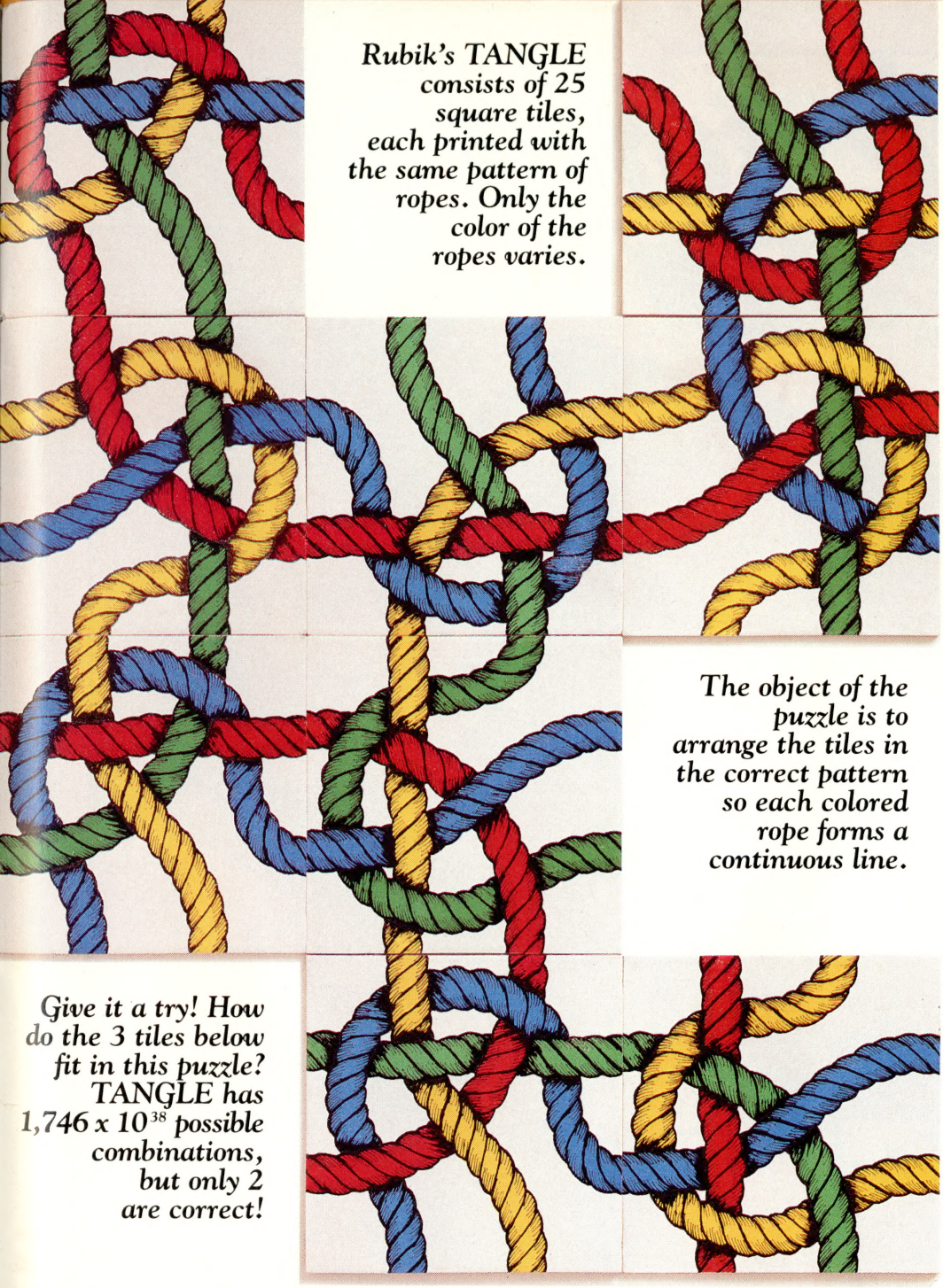


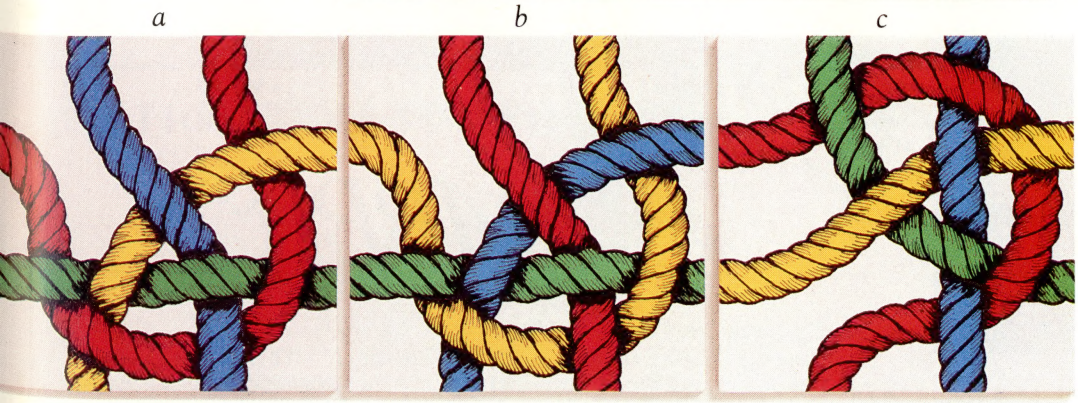
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The object of the puzzle is to arrange the tiles in the correct pattern so each colored rope forms a continuous line.

Give it a try! How do the 3 tiles below fit in this puzzle? TANGLE has 1,746 x 10^{38} possible combinations, but only 2 are correct!



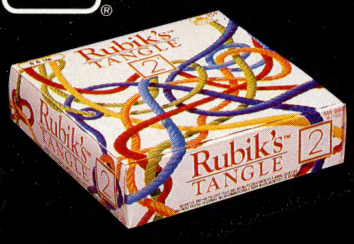


a b c

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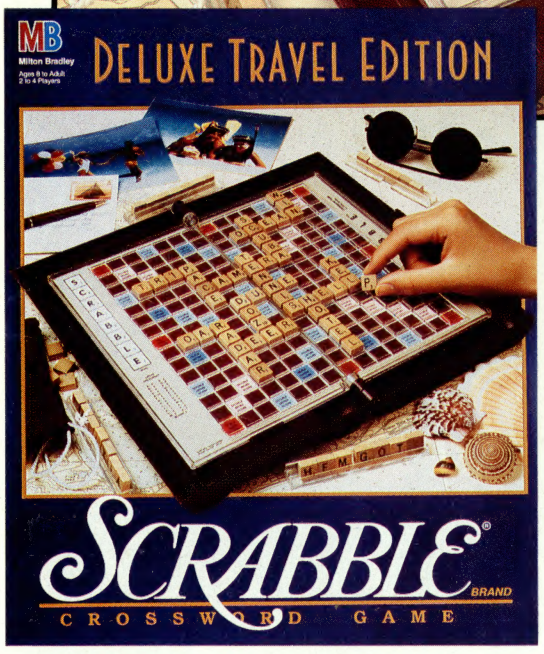


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Answer: 1st row: b, 3rd row: c, 4th row: a

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